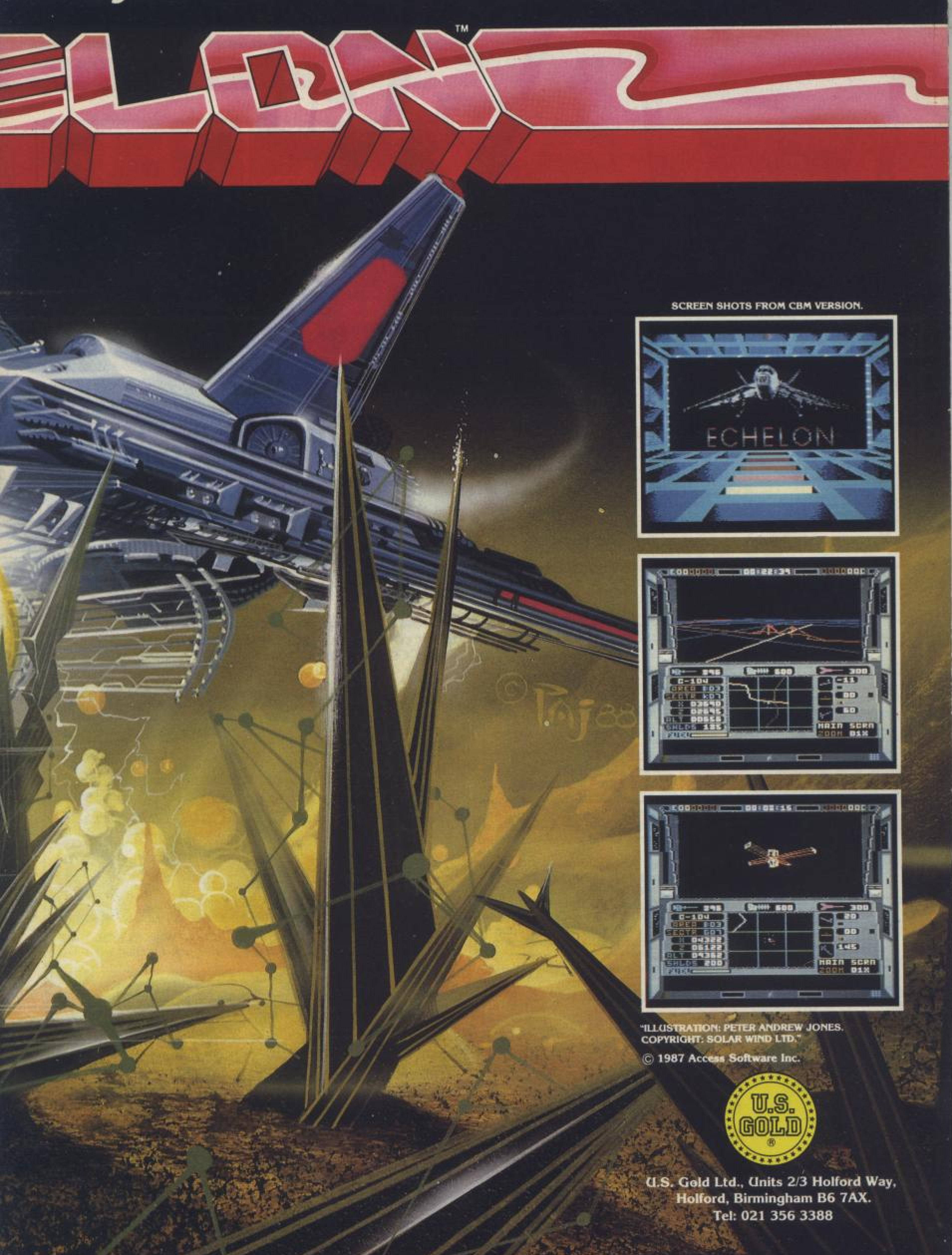

NOT JUST ANOTHER REVIEW MAGAZINE!
A NEWSFIELD PUBLICATION
NO.57 OCTOBER 1988
£1.25
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CRASH
ZX SPECTRUM
LEADERBOARD PAR 3
Time fore tee
GOLD, SILVER, BRONZE
The Spectrum Olympics
JOE BLADE II
Hero of the future
COMPUTERS IN TV
Are you Wide Awake for a Knightmare of a feature?
VERY ORIGINAL?
Are we all out of ideas?
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ALL TIME GREATS
We travel the years and pick out the definitive CRASH guide to the Spectrum classics!
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T-SHIRTS, POSTERS, HUNDREDS OF GAMES!

Can you live with the reality of .....





NEW IDEAS, OLD CONCEPTS

Where have all the ideas gone? In the olden days, when the Spectrum was just a rubber board that you kept on coming back to, ideas were freely flowing from the minds of excited young programmers. What has happened to these ideas? Where has all the originality gone?
Find out on page 35

We usually wake up to it. On returning home from school it's more than often the first thing we turn to. Then the rest of the day is probably spent infront of it. What is it? The television, of course. Computers are infiltrating the TV production studios. How, you may ask?
Find out on page 66

FREE ALL-TIME GREATS BOOKLET

In this month's FREE booklet, we take a look at the greatest Spectrum games of all-time. Flick through the 16 pages of memory-stirring screen shots and didactic comment. It's probably our greatest booklet yet! Make sure yours hasn't slipped out.



TOSS OF THE COIN

We're all going on a summer holiday . . . No more worries for a week or two. Well not unless your name's MARK CASWELL or PHIL KING. It was these two gentlemen who travelled to rain-drenched Blackpool to find out the top coin-ops of the summer. We expose the games that you'll find when you pop in to your local arcade. What are they?
Find out on page 75

We have all wanted to ask an important software industry personality a few things or two at one time or another. How did they get a certain film licence, or perhaps, how do they continue to produce such high quality software. So how can you get these questions to the people in the highest echelons of power? Well we'll help you do it!
Find out on page 101

DO IT YOURSELF

REGULARS

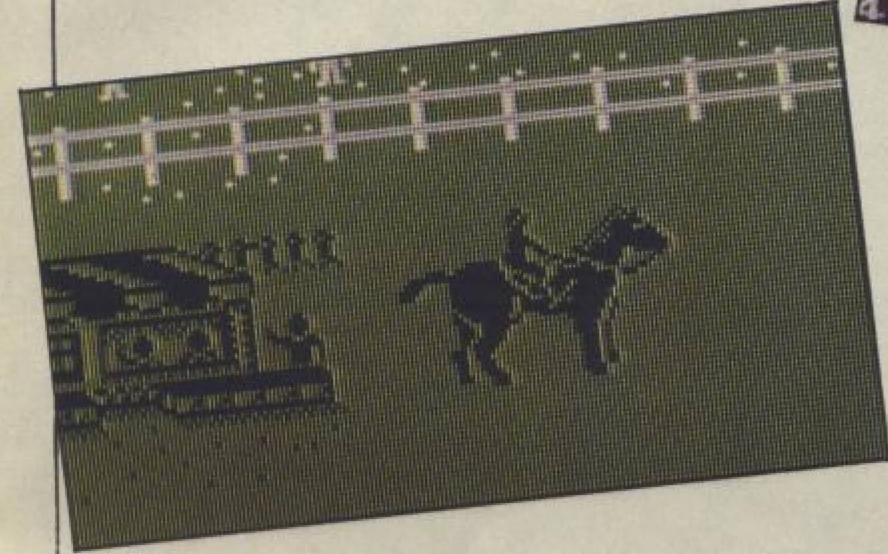

ISSUE 58
ON SALE
OCTOBER 20

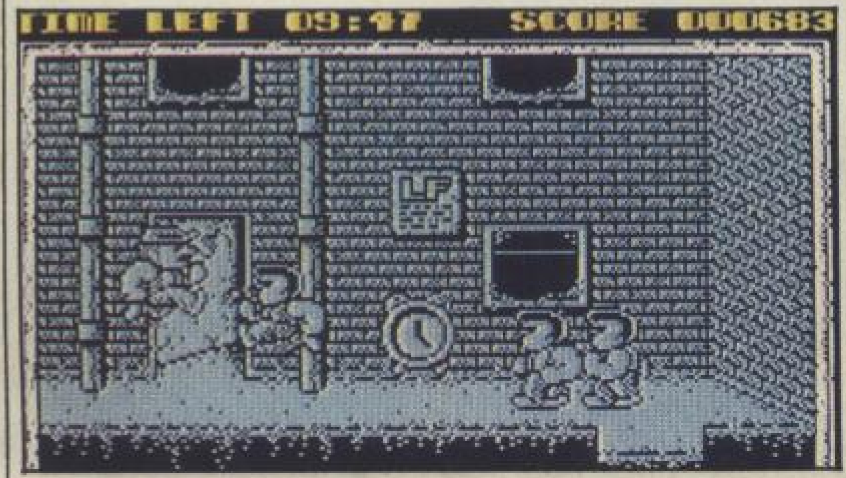
Sorry folks, bit of a rush this month. First of all my Apricot blows up and then Jetman doesn't arrive because of the postal strike. Oh well, at least I've got my new car! Hope you like the booklet. Next month's issue is going to be something to look forward to!
All the best...
Dominic Handy

REVIEWS

Octoberish games for . . . well . . . OCTOBER

SMASHED!





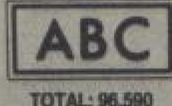
HOT SHOTS
80% and over . . .

FULL INDEX

ADVERTISERS' INDEX

EDITORIAL *47 Gravel Hill, Ludlow, Shropshire SY8 1QS* ☎ 0584 5851/2/3 **Editor:** Dominic Handy **Sub Editors:** Barnaby Page, David Peters **Staff Writers:** Mark Caswell, Philip King, Lloyd Mangram, Nick Roberts **Photography:** Cameron Pound, Michael Parkinson **Contributors:** Jon Bates, Raffaele Cecco, Andrew Chapman, Ian Cull, Paul Evans, Ian Phillipson, Paul Sumner **PRODUCTION** *1/2 King Street, Ludlow, Shropshire SY8 1AQ* ☎ 0584 5851/2/3 **Production Manager:** Jonathan Rignall **Reprographics Supervisor:** Matthew Uffindell **Art Director:** Mark Kendrick **Assistant Art Director:** Wayne Allen **Production Team:** Ian Chubb, Melvin Fisher, Robert Hamilton, Robert Millichamp, Tim Morris, Yvonne Priest **Editorial Director:** Roger Kean **Publisher:** Geoff Grimes **Advertisement Manager:** Roger Bennett **Sales Executives:** Andrew Smales, Sarah Chapman **Assistant:** Jackie Morris ☎ (0584) 4603 **OR** (0584) 5852 **MAIL ORDER** Carol Kinsey **SUBSCRIPTIONS:** Denise Roberts *PO Box 20, Ludlow, Shropshire SY8 1DB* Typeset by the **Tortoise Shell Press**, *Ludlow*. Colour origination by **Scan Studios**, *St Alban's Place, London N1*. Printed in England by **Carlisle Web Offset**, *Newtown Trading Estate, Carlisle, Cumbria CA2 7NR* – a member of the BPCC Group. Distribution by **COMAG**, *Tavistock Road, West Drayton, Middlesex.*

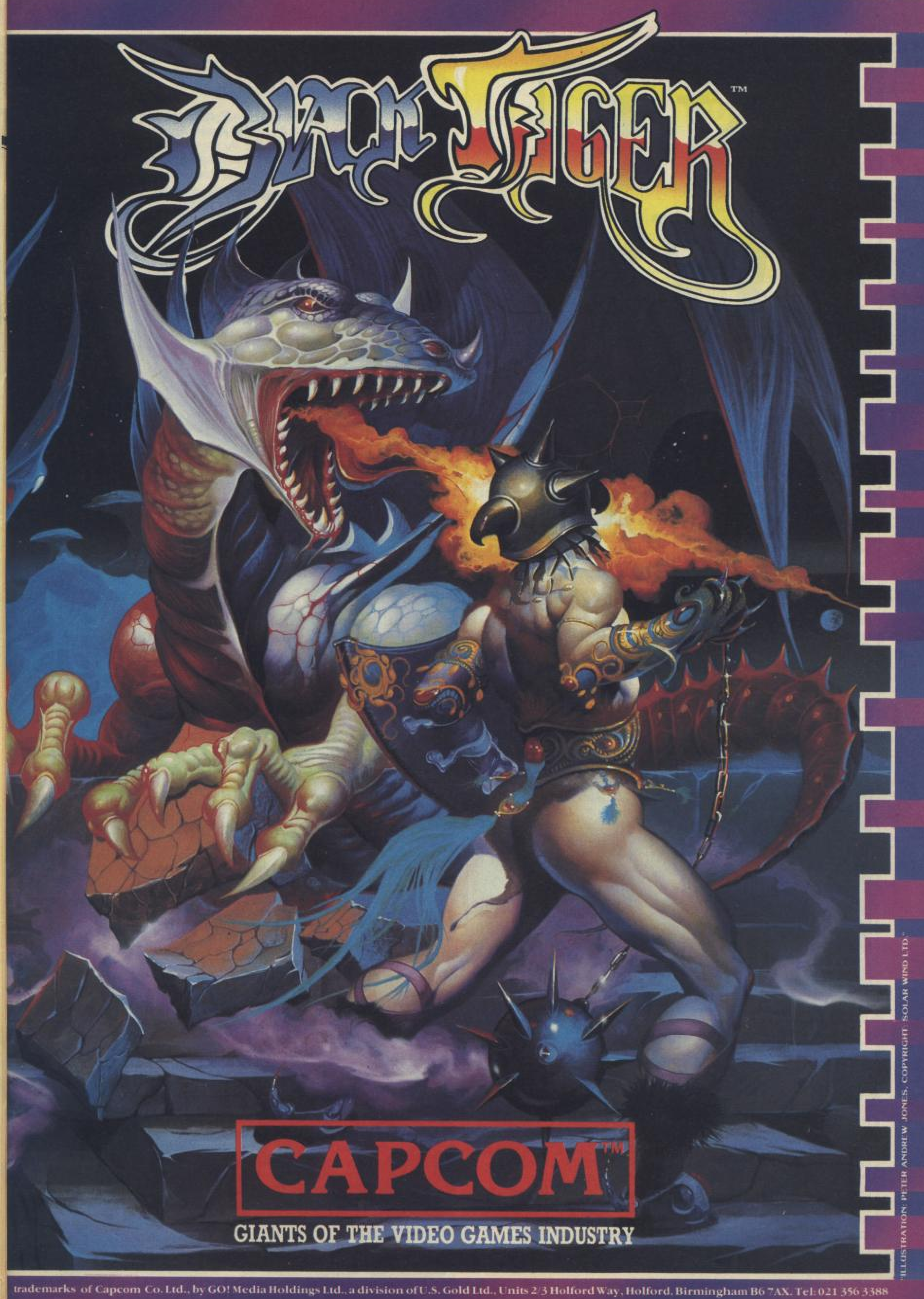




TOTAL: 96,590
UK/EIRE: 90,822

COVER DESIGN & ILLUSTRATION BY OLIVER FREY


Long ago when the world was a dark and evil place, out of a black and troubled sky emerged three fearsome dragons. Creatures from hell, creatures of destruction, flame, fire and torment.
The world was plunged into an age of devastation and misery. Only one man has the courage, power and skill to challenge these servants of Lucifer. That man is Black Tiger. You are Black Tiger. Go forth and do battle, the restoration of civilization is in your hands.
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WRANGLER

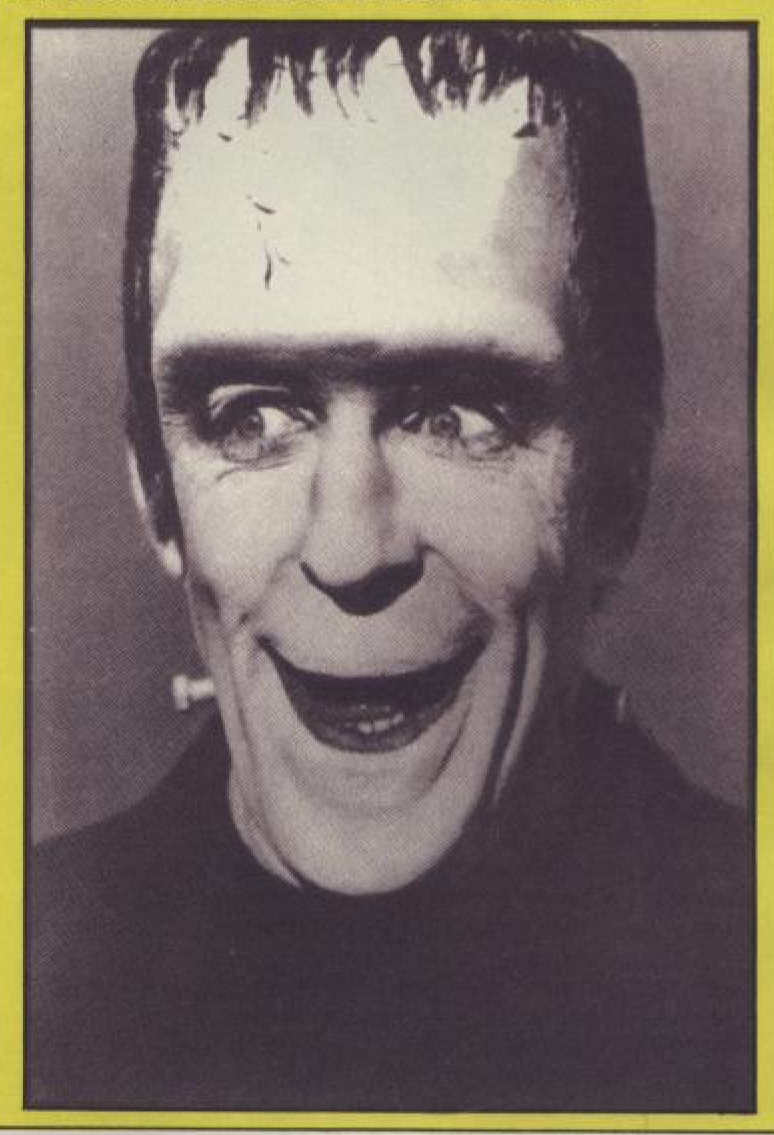
POOR OLD Dave Baxter at **Rainbow Arts** in Birmingham has been having a bad old time of it recently. Remember *The Great Giana Sisters*, which we gave a CRASH Smash in Issue 55? Well, if you've been scouring the streets for it, stop! It seems that Rainbow Arts are having a bit of trouble with Nintendo (producers of *Super Mario Bros*): 'Nintendo are getting heavy', says Mr Baxter. And chances of a Spectrum release are 'a little bit bleak, to say the least!'. Pity, just as GO! were starting to get back on the right track again (with Capcom's *Bionic Commando, Street Fighter* and RA's *TGGS*) some big-headed company puts the heavies on them.

And it doesn't finish there! Rainbow Arts' next scheduled release, *Katakis*, has also had the brakes put on it and will never see the light of day. **Activision** reckon it looks a bit too much like *R-Type*, and they want all the *R-Type* buyers to themselves (greedy sorts). In fact Activision are so worried that somebody might copy the 'look and feel' of *R-Type* that they've threatened anyone who thinks about a clone with legal action. So what does 'look and feel' mean guys? Anyway, it's just not cricket, is it?

So what scandal is Dave Baxter coming up with for Capcom's Christmas release *LED Storm*? 'Programmers in eight-year-old virgin shock!'?

AGAIN, AGAIN

IT'S TIME FOR yet another new label from Pontefract-based **Alternative Software**. This month heralds the start of **Again, Again** – their first full-price label. The lead release will be *The Munsters*, based on the C4 American TV series (which, fact fiends, has been running for almost nigh on two decades). Should be out for the end of November.



SUM YOU WIN

NEW BUDGET house Summit is currently offering a 'collector's prize' of a complete set of old mint-condition coins for the winner of a free-to-enter competition. The reason for this strange choice of prize? Well, Summit boss **Roger Hulley**'s father was the inventor of a popular 1930s card game after which the company was named. This old game was based on the pre-decimalisation currency system of pounds, shillings and pence (those were the days – Ed). What the entrants must try and figure out is how much £2.99 (the price of Summit games) equates to in 'old' money. The answer must be written on the back of a postcard and sent to **Summit Software, c/o Solution PR, *2 Wellingtonia Court, Varndean Drive, Brighton BN1 6TD*** by October 15.

PLAY IT AGAIN, SIM

DIGITAL INTEGRATION have got a new game coming out. And guess what? It's a simulator, a flight simulator! Well, with both the directors of DI originally coming from the Ministry of Defence what more did you expect? It's called *F-16 Combat Pilot* and is very complicated. So now you know!

FAST SINK PIRATES

FAST, THE DILIGENT anti-piracy organisation recently took part in a raid that seized the largest value of pirated goods to date. Over 3000 counterfeit ST, Amiga and PC software disks worth over £100,000 were netted when the Glasgow CID conducted the massive raid. Electronic Arts, US Gold, Elite, Microprose and Ocean were all on hand to help. The enquiries leading to the seizure took over a year to complete, emphasising the determined attitude of the whole software industry in stamping out piracy.

LICENSED TO SELL

MEDIAGENIC HAVE RECENTLY signed a deal with **Sega**, giving them exclusive conversion rights to five of the arcade giant's latest coin-ops. These are *Galaxy Force* (a fast 3-D space shoot-'em-up in the mould of *Afterburner*), *Altered Beast* (take a look at it in this month's arcade feature), *Sonic Boom* (in which the player pilots a fighter plane), *Hot Rod* (surprise, surprise . . . yet another driving game) and *Ace Attacker* (a volleyball simulation – dig that!). The five lucrative titles will be divided between Mediagenic's two labels, **Electric Dreams** and **Activision**, and will all be released during 1989.

Also scheduled for release next year is Mediagenic's license of the film *Die Hard*, starring Bruce Willis as a New York cop trying to rescue a group of hostages. Meanwhile, Mediagenic are taking the unusual step of using a national TV campaign to promote their Autumn releases, *Afterburner, SDI* and *R-Type*.

THE NAME'S BOND

IN A SURPRISE move, **Domark** and **Elite** are jointly releasing the latest Bond game, *Live And Let Die*. The reason for this unusual link-up is due to Domark's disappointment with their own in-house version of the licence. After hearing about a speedboat game being developed by Elite (originally titled *Aquablast*), they inquired about the possibility of using this game for the licence. Elite were happy to let Domark market their game under the lucrative, licensed title and will receive equal billing on the packaging.

Although both software houses have stressed that this is purely a one-off deal, **Mark Strachan** of Domark hinted that there could be future collaboration between the two firms if this project is exceptionally successful.

BATTLE OF THE JOYSTICKS

BOTH KONIX AND Compumart have announced the arrival of brand-new joysticks. South Wales-based Konix, the makers of the popular *Speed King*, revealed two new 'desk-top' joysticks at the recent PC Show. *The Predator*, which is likely to retail at just under £13, is slightly larger than its 'little brother' *The Megablaster*, which should cost under £8. Although the two sticks appear fairly similar, the main difference between them is internal. The Predator uses micro-switches while the Megablaster is operated by a 'more traditional mechanism'. Both sticks are compatible with all Spectrums, including the +2s and 3s.

Meanwhile Compumart have the exclusive rights to distribute the *Replay Micro Blaster* in the UK. The red and black stick is operated by eight micro-switches and features a rapid fire option and a steel shaft. Compumart claim that the *Micro Blaster* came joint first in an independent survey of 15 leading joysticks. The stick costs £12.95 and is guaranteed for 12 months.







▲ **The *Replay Micro Blaster* from Compumart is ominously flanked by Konix's *Predator* (left) and *Megablaster* (right)**

POWER HOUSE SHUTDOWN

ASPIRING BUDGET software firm **The Power House** have mysteriously gone bust, owing massive debts to their associates. Relations had already soured between them and their German distributors **Ariolasoft** after legal problems.

The Power House label was sold only this February by **CRL** (who must be pleased that they got out just in time) to ambitious entrepreneur, **Ashley Hildebrandt** and partners. The new owners had hoped to clean up the lacklustre image of the budget house.

Ironically, only recently Hildebrandt boasted of over quarter of a million sales since the takeover – the sinking of the firm seems to have tightened his tongue as he declined to comment on the reasons for the surprising shutdown. Meanwhile The Power House's creditors (including **Solution PR** and duplicator, **Precision Data**) are unsurprisingly fuming about the substantial amounts of money owed to them.

PLAY IT AGAIN, SAM

EXCLUSIVELY REVEALED by CRASH in Issue 50 (all those moons ago), the long-awaited **SAM** Spectrum 'superclone' is almost ready for release. (I'll believe it when I see it! – Ed.) **Miles Gordon Technology** are set to launch the new computer at the ZX Microfair in December. Although MGT are based in South Wales, the SAM will be built in Japan and cost from £100 to £150.

Unfortunately, the Spectrum-compatible machine is unlikely to be available in high street shops for a while yet but should be available direct by mail order as soon as February (just like the old Sinclair days – Ed) – it will be made available first to the members of MGT's user groups.

The SAM has been designed by *Disciple* and *Plus D* creator, Bruce Gordon, and will come with 256K built-in RAM expandable to 512K. It will also feature a higher (8 times) colour resolution for its display than the normal Spectrum, allowing the use of more colour with less attribute clash.

The development of SAM has been financed by the profits from the successful Plus D disk drive interface, and the new machine's disk system is based on the Plus D but will use quad-density 3.5" drives which work twice as fast. Other built-in ports allow direct connection with MIDI instruments, light pens and RGB monitors. Also, a built-in networking system (like the old Interface One) allows SAMs to be connected together for multi-player, multi-computer games!

Whether this promising 'clone' will be able to compete with the marketing might of Amstrad only time will tell. But for innovation's sake, let's hope that it's a success.

▼ **MGT dealing with more enquires from anxious readers, who want to know more about the Spectrum 'superclone', SAM**



OCEAN IN A SPIN

SCOTTISH TELEVISION, makers of the much-hyped game show *Wheel Of Fortune*, recently commissioned Ocean to build a special version of the coin-op *Typhoon* to fit into a small suitcase. There was just one minor problem; **Angela Ekaette**, the hostess with the mostest who had to demonstrate the game on the highly intellectual (shurely shome mishtake? – Ed) TV show, had never played any arcade game before. So young **Kane Valentine** of Ocean jumped at the chance to teach Angela how to operate a joystick! To find out whether Angela can hit the high scores, tune in on Tuesday September 27, when she will demonstrate the prize worth over £1000 (well I suppose it's one reason to watch . . . yawn).



▲ **Would you buy a use joystick from these three?**

SOMETHING BEGINNING WITH E

NO IT'S NOT Ed's car numberplate – that's an 'F' (as he keeps reminding everyone) – it's *Espionage* the devious board game which **Grandslam** are converting for all the major formats including the +3.

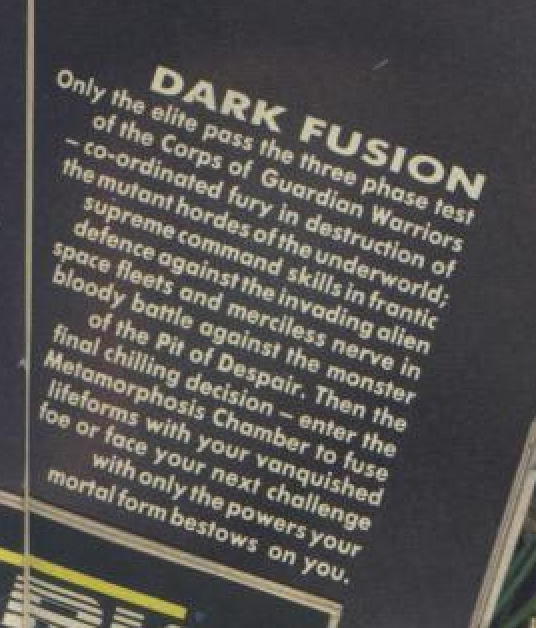
The intriguing board game (devised in 1984 but recently rereleased) involves controlling 12 agents around the board, searching for four microfilms, which contain the plans for the 'ultimate weapon'. It's do or die as spies attack each other – losing a spy results in a forfeit of your government funds. A great deal of strategy is involved in using the three different types of agent to best effect; each type moves in a unique manner.

If the computer version is as fascinating as the excellent board game, we should be in for a treat.

FIVE FIST FULLS OF



FEROCIOUS ACTION



DARK FUSION

Only the elite pass the three phase test of the Corps of Guardian Warriors – co-ordinated fury in destruction of the mutant hordes of the underworld; supreme command skills in frantic defence against the invading alien space fleets and merciless nerve in bloody battle against the monster of the Pit of Despair. Then the final chilling decision – enter the Metamorphosis Chamber to fuse lifeforms with your vanquished foe or face your next challenge with only the powers your mortal form bestows on you.

BUTCHER HILL

Tension mounts as you navigate the murky waters in your motorised dinghy, seeking out vital supplies and ammunition careful to avoid enemy mines and aerial bombardment. Landfall... deep in the heart of the Vietnamese jungle, heavy with the odour of death, concealing deadly mantraps and enemy gunposts. Panic... an unknown village. Friend of foe? Whichever – the final obstacle between you and your ultimate goal – the assault on Butcher Hill.

CBM 64/128 £9.99 cassette £14.99 disk
AMSTRAD £9.99 cassette £14.99 disk
SPECTRUM £7.99 cassette £12.99 disk
ATARI ST £19.99 disk AMIGA £19.99 disk

ARTURA

Stand proud Artura – son of Pendragon – and set forth on your quest to unite the warring kingdoms of Albion in this age of bloody war and mysterious magickes. Your task is to rescue Nimue from the clutches of your evil half-sister, Morgause for which only your fearless nerve and superior fighting skills and the mystical wheel of Cerriddwen will overcome the ghouls, spiders, soldiers and giant rats you encounter.

CBM 64/128 £9.99 cassette £14.99 disk
AMSTRAD £9.99 cassette £14.99 disk
SPECTRUM £7.99 cassette £12.99 disk
ATARI ST £19.99 disk



Gremlin Graphics Software Ltd.,
Alpha House, 10 Carver Street, Sheffield S1 4FS. Tel: 0742 753423.

SAMURAI WARRIOR



▲ Be polite to that man with a saucer on his head

● *Panda to a ronin with floppy ears and fluffy tail*

Producer **Firebird**
Yen To Play **£7.95 cass**
£12.95 disk
Author **Beam Software**

Based on the comic books created by Stan Sakai, *Samurai Warrior* follows the exploits of one rabbit, Usagi Yojimbo by name. But this rabbit is no Bugs Bunny, he is a ronin (lordless wandering samurai) warrior, sworn to avenge the death of his master Lord Mifune and his family, at the hands of the evil Lord Hikiji and his henchmen. He must also find Lord Noriyuki, a young panda who has just become leader of his clan, and protect him from Hikiji's minions.

The story is set in 17th Century Japan, Usagi starts his journey with three silver coins (called Ryo), and zero Karma points. Honour is of great importance to a Samurai Warrior, and Karma points are gained by performing good deeds, such as giving money to peasants and the servants of Buddha, or by killing ninjas, bounty hunters, and other nasty creatures he meets along the road and looting their bodies, (not very hon'lable, but what the heck).

When Usagi meets a traveller, etiquette demands that he bow to them, whether they are of equal status, or higher status (always bow to someone of higher status, or you deeply offend them).

When attacked, Usagi whips out his sword, and gets to work sending his attackers to the great saki-drinking contest in the sky. The sprites are monochrome, but move around the detailed backgrounds smoothly, hacking and slashing at each other for all they're worth.

In the early stages you are attacked by only one thug who, with a little practice, is easily despatched. But further along the path don't be surprised if a few of his friends join him in the fight, and defending yourself against three or four opponents is not easy.

When fighting, two bars show Usagi's and the enemies' energies. As both parties lay into each other, each hit scored is registered on the meter. If Usagi's meter falls to zero, it's end of game, but brave battling bunnies don't turn bobtail and eliminate all who dare to attack.

But a word of warning: only unsheath your sword when attacked, as other wandering travellers, who may be friendly, take this as a threat, and attack you, (and whatever you do don't hassle defenceless creatures and unarmed travellers, otherwise you're forced to commit ritual suicide to atone for the foul deed).

Treat other travellers well, and they pass on information to you (after bowing to them of course). This is often useful as it helps plan your path later in the game. Flagging energy can be replenished by visiting an inn, and if money is low, visit a gambler, hand over your money and hope that you win.

The path to Lord Noriyuki is fraught with dangers, but as samurai you are honour-bound to try. Although *Samurai Warrior* looks at first glance to involve little more than wandering aimlessly about killing all who attack you, with some patience a great hack and slash adventure emerges from the land of the rising Yen. Watch out for it.

MARK 89%

PHIL There can't be a much stranger sight than a sword-wielding bunny (unless it's a ninja hamster). *Samurai Warrior* certainly teaches you to be polite – if you're not you don't get very far.

After a suitably oriental-sounding 128K tune on the front end, you are greeted with a beautiful, scrolling landscape. On meeting a peasant I unwittingly drew my sword – he was none too pleased. The only trouble with keeping your sword in its sheath is that for some reason Usagi moves much slower that way.

Then there are those nasty ninjas lurking in the trees, each one an expert at buckling a swash and with a taste for rabbit stew. *Samurai Warrior* is a neat variation on the beat-'em-up theme with a particularly amiable main character. You don't have to be a fan of the obscure Japanese comic to like it – it's appeal should be universal.

87%

RABBITS FROM A HAT

- Play the game through as far as you can first, and get an idea where all the ninjas are hiding. Then you are prepared for their attack on your next go.
- When there's a big gap to jump, do it in fighting mode. You jump further.
- After passing another peaceful character don't pull your sword too soon, he will come back and chase you, thinking you are his enemy!
- Don't trust all peasants, they may not be what they seem!

Following the adventures of Usagi Yojimbo is great fun. Dodging deadly ninjas and giving away all your money to peasants, and with the added attraction of actually having to think before you kill, *Samurai Warrior* has got to be a hit.

All the backgrounds and characters are excellent, although a spot of colour on the play area would have been appreciated. Operating the two different modes (peaceful and fighting) is difficult at first, but when you discover you need to be able to manipulate them with lightning speed you soon learn.

There are other hazards in the game which have to be overcome like big ravines and hard-nut boars, but as long as you take it carefully you can get a great deal of enjoyment out of the game and still stay alive. *Samurai Warrior* is simply enchanting, buy it.

NICK 90%

THE ESSENTIALS

Joysticks: Kempston, Sinclair, Cursor
Graphics: Usagi Yojimbo is excellently drawn and animated as he swashbuckles through smooth-scrolling landscapes
Sound: appropriately oriental-sounding tune on title screen
Options: definable keys
General rating: more than just a beat-'em-up, even involving the samurai etiquette in a delightful oriental adventure

Presentation	85%
Graphics	86%
Playability	87%
Addictive qualities	85%
OVERALL	**89%**

Producer **US Gold**
Green fees **£14.99 cass**
£19.99 disk
Authors **Bruce and Roger Carver**

LEADER BOARD

P·A·R·3

Facts first: golf is the noble game invented by a Scotsman, where you hit a small round ball with a shaped club for miles, trying to get it into small holes placed inconveniently in the ground. It was invented near St Andrews, where the annual weather is such that this kind of exercise was the only way of keeping warm, 150 years ago. (Simply fascinating, but what about this game? –Ed.)

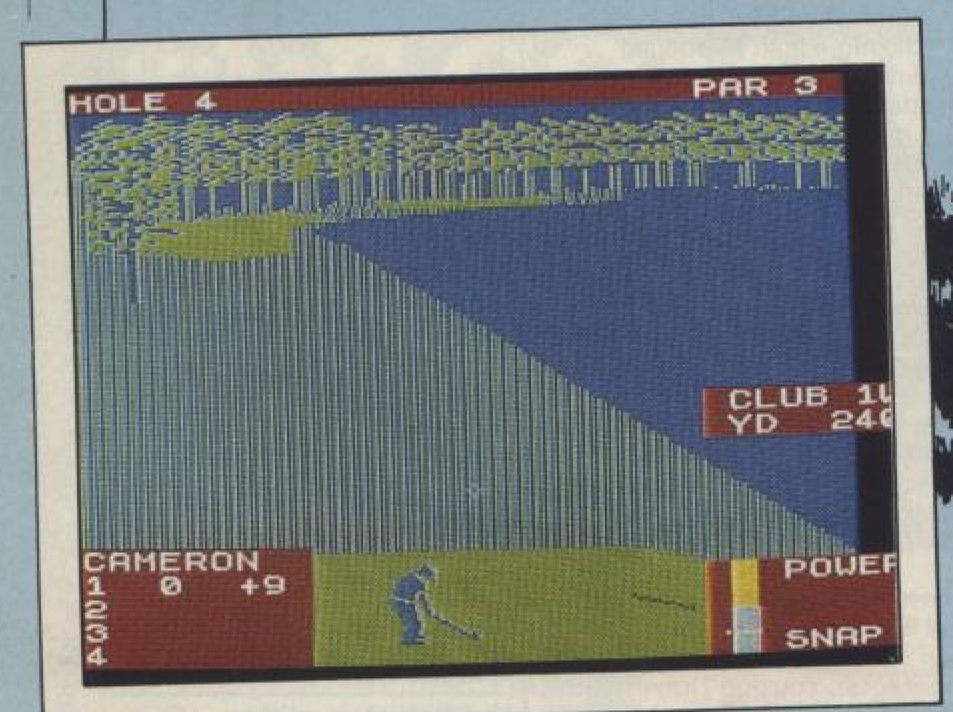
The 'Par 3' in the title refers to the three versions of *Leader Board* which make up the compilation. Neither *World Class Leader Board* nor *Leader Board Tournament* were reviewed in CRASH, but back in Issue 39, the original *Leader Board* earned a respectable 80%. Recently, *World Class Leader Board* won an award from a French chain-store as the best sport simulation of 1988.

Each of the three games allows up to four players to compete in one to four rounds (18–72 holes) on any of four different courses, making a total of 12 in the whole compilation. And to allow complete novices to compete (on an equal par) against those hard-hitting, Sandy Lyle types, three skill levels are available.

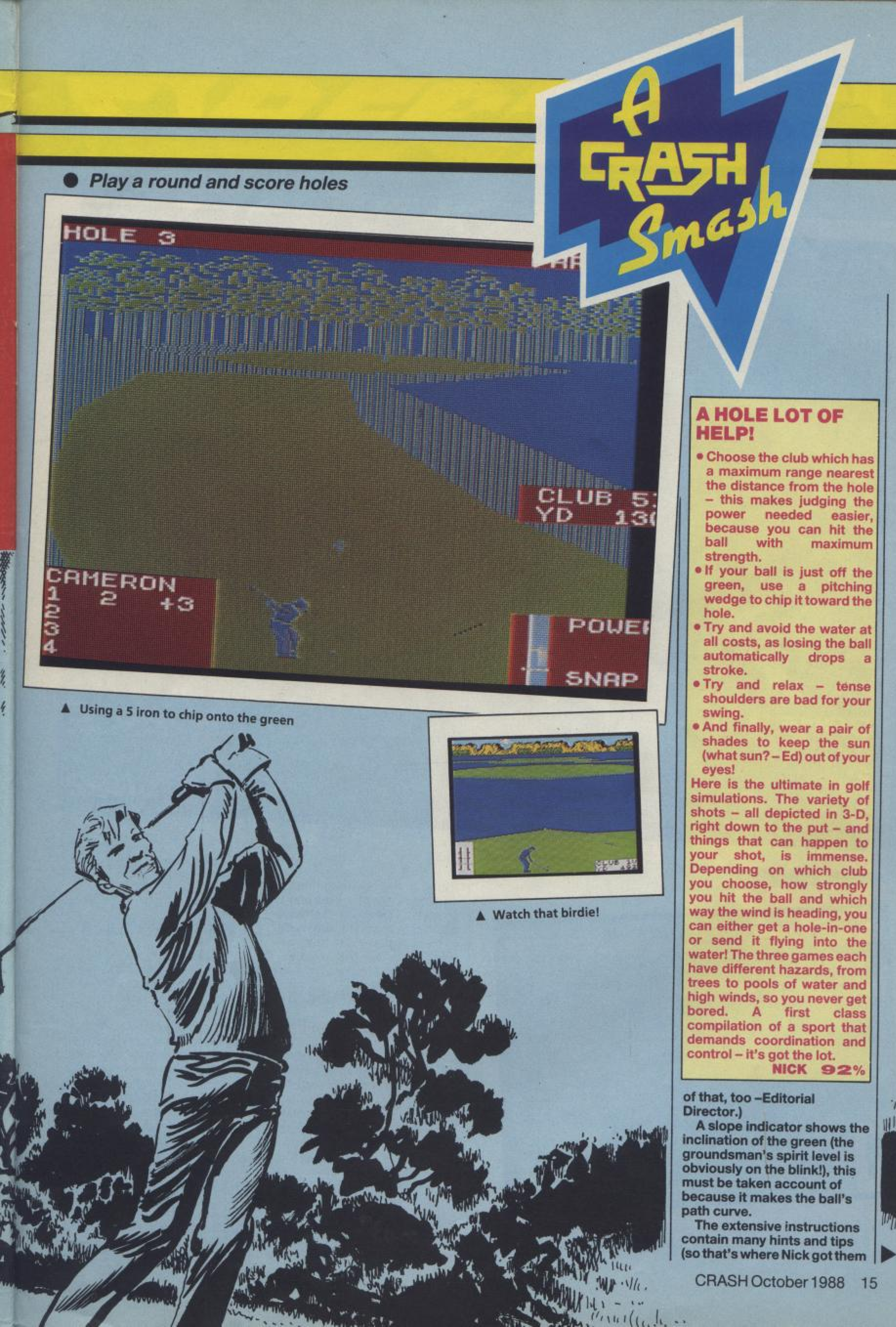
One of the most important decisions in golf, is the choice of club. To help the player in his decision, the instructions contain a useful diagram of all the clubs and their range. Once a club is selected, the direction of the shot is selected by aiming a cursor in front of the golfer, who is shown in front of a 3-D view of the current hole.

Then it's time to take a swing and hit the ball – power is selected via the Power Snap Indicator by releasing the fire button at the appropriate level. The 'snap' part of the indicator determines whether the ball is hooked (to the left), sliced (to the right) or flies straight.

When you eventually manage to get the ball on the green (the smooth bit of grass surrounding the hole) (OK, Phil, so you've proved that you watched the British Open this year on TV, now get on with it . . . –Ed), it's time to get your putter out. (And that's enough



Cam knows more golfing anecdotes than Jimmy Tarbuck!



● *Play a round and score holes*

▲ Using a 5 iron to chip onto the green

▲ Watch that birdie!

A HOLE LOT OF HELP!

- Choose the club which has a maximum range nearest the distance from the hole – this makes judging the power needed easier, because you can hit the ball with maximum strength.
- If your ball is just off the green, use a pitching wedge to chip it toward the hole.
- Try and avoid the water at all costs, as losing the ball automatically drops a stroke.
- Try and relax – tense shoulders are bad for your swing.
- And finally, wear a pair of shades to keep the sun (what sun? – Ed) out of your eyes!

Here is the ultimate in golf simulations. The variety of shots – all depicted in 3-D, right down to the put – and things that can happen to your shot, is immense. Depending on which club you choose, how strongly you hit the ball and which way the wind is heading, you can either get a hole-in-one or send it flying into the water! The three games each have different hazards, from trees to pools of water and high winds, so you never get bored. A first class compilation of a sport that demands coordination and control – it's got the lot.

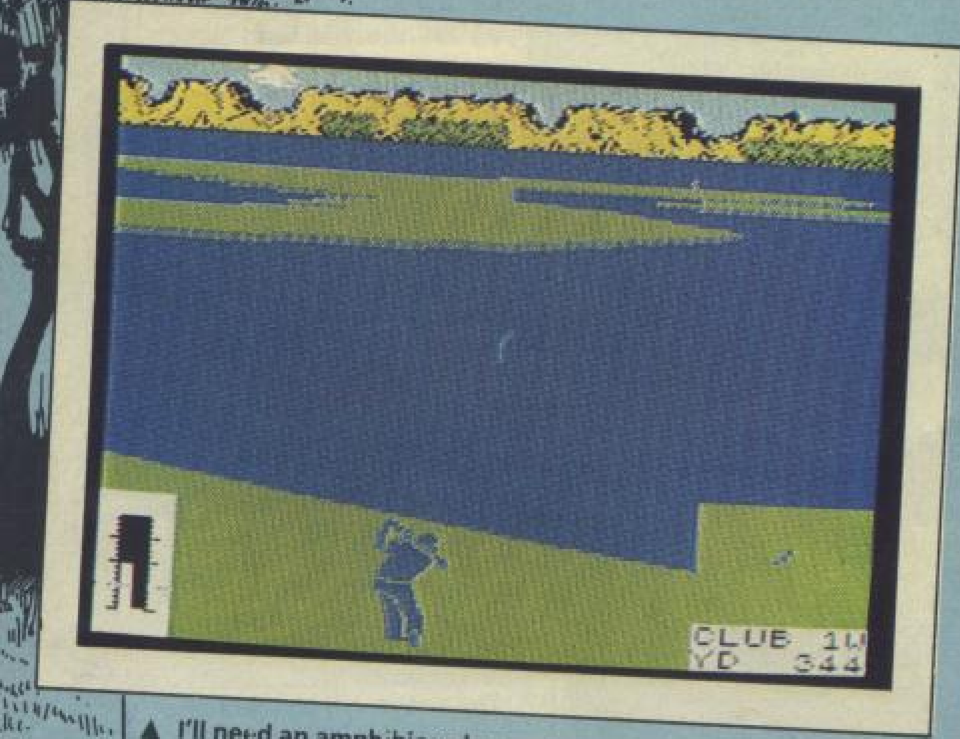
NICK 92%

of that, too –Editorial Director.)

A slope indicator shows the inclination of the green (the groundsman's spirit level is obviously on the blink!), this must be taken account of because it makes the ball's path curve.

The extensive instructions contain many hints and tips (so that's where Nick got them ▶

▲ Cameron can't wait to get to the 19th hole!



▲ I'll need an amphibious buggy to get over there!

from!) to help the beginner, and the 12 courses give plenty of variety. As usual, the more players competing, the more fun it is. And for golf buffs or just normal people, *Leader Board Par 3* scores a hole-in-one for value.

PHIL 90%

PAUL The Spectrum has a long history of golfing simulations, most of them as interesting as mowing grass. *Leader Board* ended that, and this compilation serves to underline the point; it makes golf great fun to play, even if you are the sort who groans every time you see someone in check plus-fours getting out his Number 2 Wood. Everything that made *Leader Board* playable, is here and more so, with more of it. Great value – get it!

91%

THE ESSENTIALS

Joysticks: Kempston, Cursor, Sinclair
Graphics: excellent 3-D perspective for every hole
Sound: not much, but not so important for a game of this type
Options: up to four players can compete on a total of 12 courses
General rating: the ultimate golf compilation – what more could any budding Nick Faldo (not Roberts!) want?

Presentation	94%
Graphics	83%
Playability	92%
Addictive qualities	93%
OVERALL	**93%**

Producer **Destiny**
Out of pocket **£7.95 cass**
Authors **Mike Smith and Christian Urquhart**

The Bobby Yazz Show!

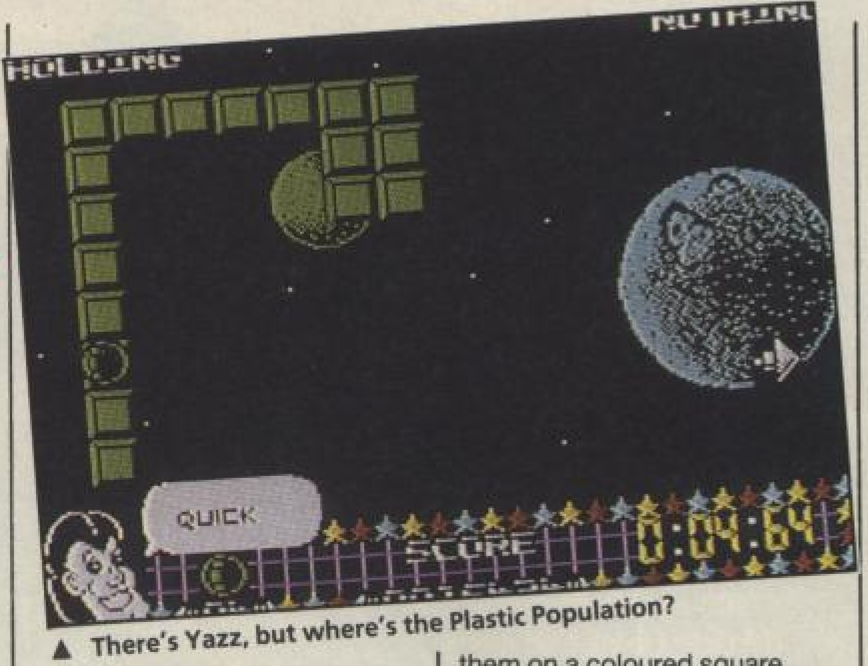
● ***Come on down for a life and death experience***

Come on down and meet the host with the most, the man you've all been waiting for . . . Heeeeeere's Bobby! Yes, gentle reader, you are been given the chance to participate in one of the most popular game shows around – *The Bobby Yazz Show*. Thrilled, ain'tchya?

Yeti and *Teladon* (Issue 51, 61% and 49% respectively) gave Destiny a mixed bag, and game show conversions haven't always done so well. Is this game a sensible move? Find out now, as we sit down to play *The Bobby Yazz Show*.

The rules are quite simple: you control a remote craft set in orbit around the planet. There are four distinct phases, each one taking place on a grid of squares. Each phase needs a different skill for its completion, and each must be completed within a time limit, or else . . .

So with joystick nervously held in hand the game begins. First the squares on the grid



▲ There's Yazz, but where's the Plastic Population?

must be changed from one colour to another. Don't worry if you run over a previously coloured square because it won't be affected. To complete this phase, colour all of the squares before the timer stops. Sounds simple, but I forgot to tell you about the other remotes wandering around bleaching coloured squares. They're a right pain in the R-Type, but they can be stopped by running into them on a coloured square.

Phase 2 is the Blind Level. There are no visible squares to follow, just your remote, and an arrow. Try and find the way out of the maze by moving in every conceivable direction before the time runs out. This is the toughest level because the allotted time span is too short in my humble opinion. (Humble!? When? –Ed.)

The third phase is the key level. Here your goal is to collect

'keys' (red squares with a white centre), within – you guessed it – the time limit.

Apart from the enemy remotes roaming about, there are other objects throughout the game which help or hinder your quest. Frequently icons appear, which give you speed, a gun, a bulb (used on Phase 2 to illuminate the hidden path) and a shield (only useful in Phase 3 to protect you from remotes).

The squares are also fraught with danger, because the occasional 'gate' materialises – also help or hindrance. These include glue – sticks your remote on the current square, a question mark – awards an extra remote (you start with four), and an arrow – whisks you onto the next phase.

Fourth and final phase is the bonus level. You collect 18 green squares, within the time limit, to grab a massive 5,000-point bonus. The only problem is that the green slabs revolve, but don't worry if you fail this level, you only lose your bonus. If you survive the game first time round, it's repeated, but this time it is tougher.

I found *The Bobby Yazz Show* most enjoyable to play. It certainly lives up to the old saying that the best ideas are very often the simplest. The going is certainly tough, especially on later levels, when the timer whizzes down with frightening speed. But it has enough humour to stop any feelings of frustration ruining your enjoyment.

PHIL Wow, what a smug game show host, Bobby Yazz is (almost as bad as Leslie Crowther!). He always laughs when a remote is lost, and all his poor contestants wind up dead!

The game's four phases are all simple but surprisingly difficult, as the remote scampers round trying frantically to complete a screen. The first section is really the ancient *Painter* concept, and it's just as infuriatingly addictive as all those old games – it sets the scene for the rest. With all this mega-frustration, it would be easy to think of *The Bobby Yazz Show* as something of a failure, but somehow you've always got to have 'just one last go' – it's so addictive.

83%

SQUARE BASHING

- On the colour level, fill in all the blank squares you can first, then go back and cover the ones the aliens have erased. If you see an arrow, just go straight to it as it saves a lot of time.
- You can kill the aliens on the colour level by just running into them.
- When you get to the blind level, try all the directions on each step you take. By using this method you can soon find the exit.
- On the key level, don't touch any aliens at all – they kill you, unlike those on the colour level.

The Bobby Yazz Show is a simple but totally addictive and excellently presented game that will bring you hours of fun. It's full of jokes, great graphics and animation.

In between the games are commercials for such things as *Rocky XI The Musical*(?) and *Kill 'Em*, the nuclear game for all ages (sounds like fun)! This may not be a game that will tax your brain to its limits, or have you shooting mindlessly at loads of aliens, but it's good clean fun and well worth a look.

NICK 86%

The appearance is simple and effective, with each level nicely drawn. One annoyance: this may be TV, but after three or four times the commercial breaks become too much. Okay, so they can be skipped, no real problem, and they don't stop *The Bobby Yazz Show* being a must for all puzzle game fans.

MARK 87%

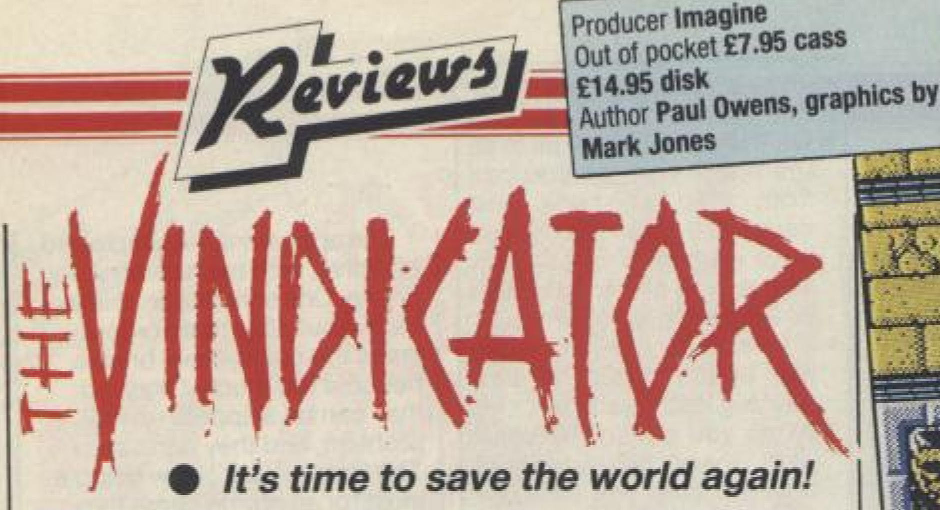
THE ESSENTIALS

Joysticks: Kempston – and, by defining keys – Cursor and Sinclair
Graphics: nicely-animated sprites on colourful backgrounds
Sound: beepy title tune and functional spot effects
Options: definable keys
General rating: a million times better than watching those moronic TV games shows

Presentation	81%
Graphics	80%
Playability	84%
Addictive qualities	85%
OVERALL	**85%**



Commodore screen shots shown.



Producer **Imagine**
Out of pocket **£7.95 cass £14.95 disk**
Author **Paul Owens, graphics by Mark Jones**

THE VINDICATOR

● ***It's time to save the world again!***

Earth was quiet . . . until the villains of the peace arrived and kicked mankind's butt with slimy green insistence. Yes, after entertaining us with excellent games like *Rastan*, *Target Renegade*, and *Revenge Of Doh*, Imagine now bring us the story of mankind's struggle to regain his planet and the right to eat Big Macs and fries while sizzling aliens on arcade machines.

The planet looks like a bomb's hit it (as indeed many have). But amid the ruins, small groups of humans survive. Deep in their hearts they pray for vengeance. One man alone has the courage to face the alien threat, he is known only as . . . (pause) *The Vindicator*.

The alien leader, Gog – *aka* the Dark Overlord – has built three strongholds. You, Vindicator, have to visit each in turn to gain the access codes to progress through to the third and final level, and there kill Gog, freeing Earth from his grim green grip.

The first stronghold is a maze of corridors covering four levels. Here you discover the whereabouts of bomb components which you collect, assemble and detonate (making sure you're well out ground zero's way at the time of course).

To aid your quest, you can enter various storerooms off the corridors. But first you must either dodge the guard or eliminate the horror with your large and very powerful gun. Storerooms contain colour-coded lift and computer passes, ammunition packs, or oxy-gum – the atmosphere is poisonous.

When a computer room is entered (if you have the correct pass), the computer sets an anagrammatical puzzle. Solve this correctly and a map is shown, informing you of the position of a bomb component, your position, and the whereabouts of the nearest lift. Once each of the four levels has been explored and the components found, set the bomb and run like hell.

The second section takes place across miles of enemy-held terrain. You're flying a plane stolen from the first section. Use it to drop bombs on the aliens' heads, (and serve 'em right). Be sparing, the bombs are limited in number.

The bombardment disorientates the enemy, so zoom back to your jeep and blast through their ranks. Robot tanks and helicopters strafe you, but nothing is going to stand between you and the catacombs hiding the Dark Overlord. Did I say 'nothing', well you haven't met the Mutoid Guardian yet. Make it past him, and you deserve to reach the third and final level.

The Vindicator is tough. Even with the access codes it took me a while to get through. But even though it's difficult, it is very enjoyable. The mean and moody looking Vindicator strides purposefully to war with bug-eyed meanies, giving the game immediate graphic appeal.

Back to more pressing matters – the death of Gog.

The final search begins, appropriately enough, in Hades. As you explore the catacombs, Gog's minions try and bring about your demise by charging, firing their guns and gnashing their teeth, and looking very frightening.

Gog has heard of your plans to kill him, and has decided to blow up the catacombs. Speed is of the utmost importance.

As our hero gets near Gog (by way of lifts and trap doors), the aliens get meaner, and therefore harder to kill. But eventually Gog's lair is reached, and mankind can finally be avenged.

This game really *is* hard. Some people may be put off trying to get anywhere, but my advice is to keep trying, because it's worth the effort.

MARK 85%

▲ Down in the sewers; and I was worried about the rats!

FIGHTING FOR VENGEANCE

- **Try and map all the levels. This could prove very useful if you lose your way (like me).**
- **If you run past the doors on Level 1 before the alien gets out, you won't have to fight him.**
- **Only pick up oxy-gum if you need it – wasting gum could be fatal.**
- **Bombing the enemy bunkers should take priority, because these are the most lethal.**

At first glance *The Vindicator* seems like a game so easy it's not worth playing. But how wrong you can be!

The simple looking maze is extremely deceptive. Its difficulty hits you when you discover that you can't move back into an area once you have left it – but it makes the first level frustrating.

Level 2's yellow monochrome causes the usual problems of enemies being hard to see. But each level has a high standard of graphics, and there are tunes playing in most of them. *The Vindicator* is an excellent game, if only you can get past that first, frustrating level.

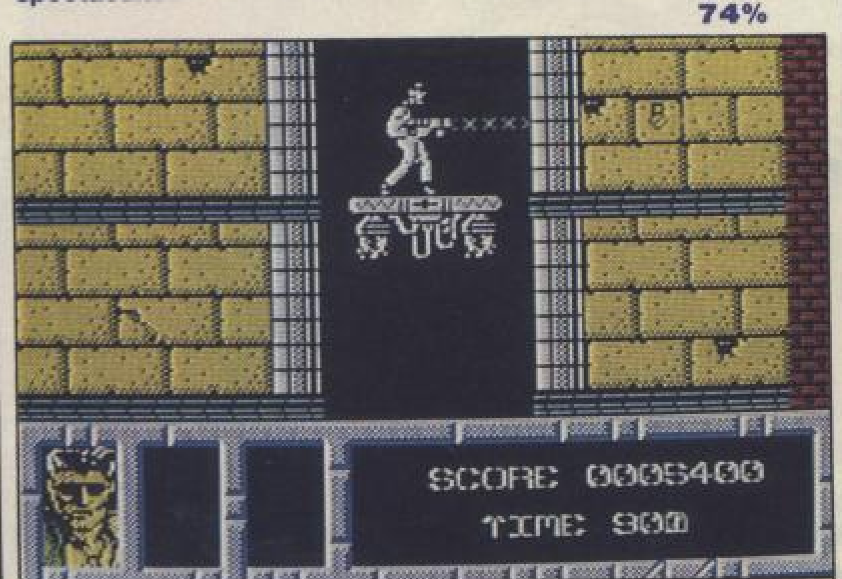
NICK 83%

PHIL What a strange mixture *The Vindicator* is – a maze game, shoot-'em-up and platform game all in one! The first part gets more than a touch irritating as you trundle round the maze for hours, seemingly not getting anywhere.

However, the large main character is well animated as he runs about, blasting weird-looking aliens which emerge from the many doors. And on the third phase, he can also jump and crouch realistically. I suppose the oddest feature is the inclusion of the vertically-scrolling shoot-'em-up which comprises the second stage. This is reminiscent of *1943* (reviewed this issue) but more playable!

The extremely varied gameplay is complemented by a very noisy 128K tune on the front end (and also one during the first stage) – it doesn't sound like a Spectrum at all! Although none of the three game parts in *The Vindicator* are outstanding in their own right, they make up an interesting package, but still nothing spectacular.

74%

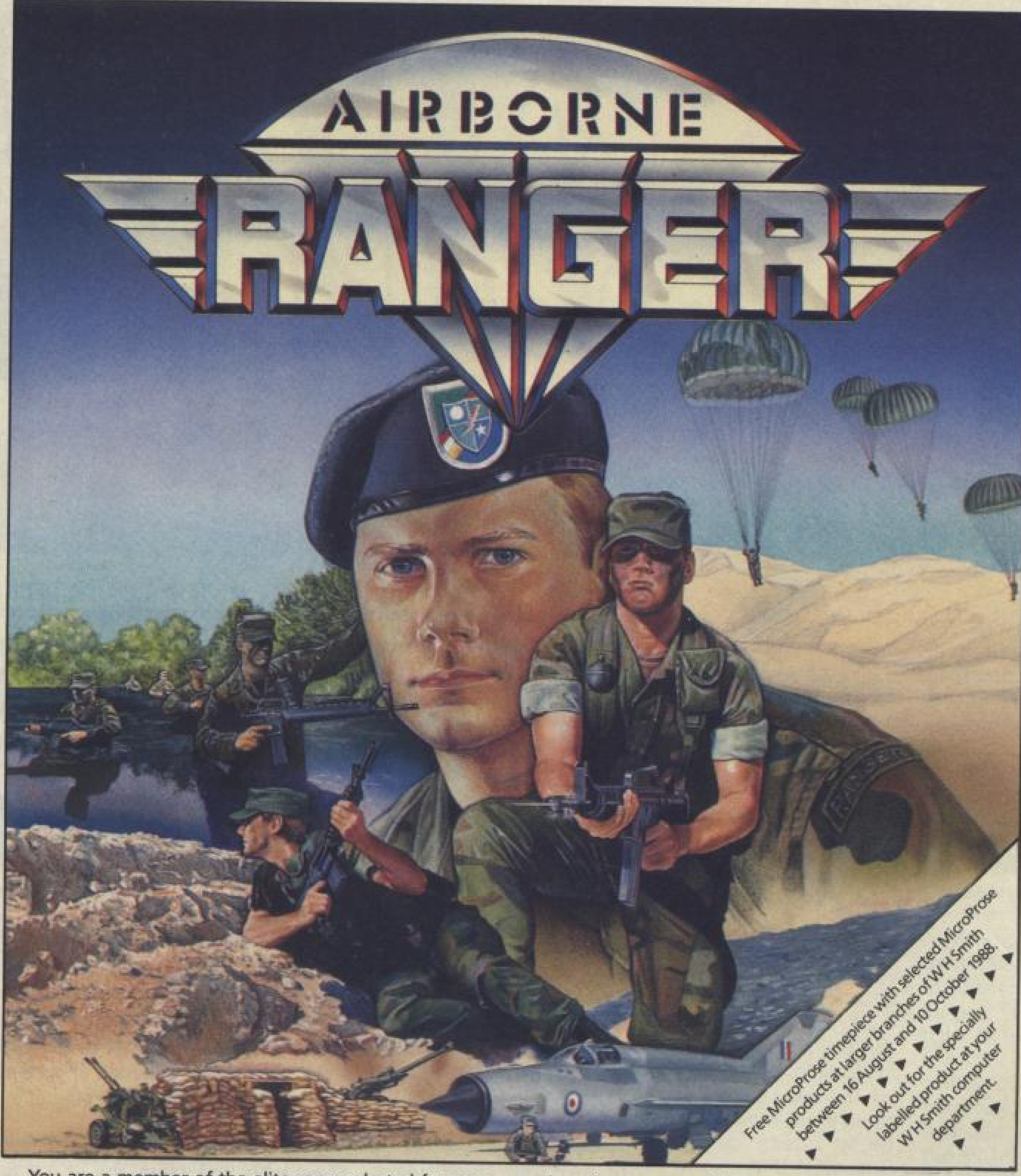


▲ Ground floor, please

THE ESSENTIALS

Joysticks: Kempston, Sinclair, Cursor
Graphics: to a very high standard in all three parts. The main character is large and well animated, as he fights some really weird-looking aliens
Sound: noisy, but welcome tunes throughout the game
Options: definable keys
General rating: an intriguing mixture of game sections makes *The Vindicator* good value for money

Presentation	86%
Graphics	84%
Playability	75%
Addictive qualities	74%
OVERALL	**80%**


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Look out for the specially labelled product at your W H Smith computer department.



History i

The first 3 years

Computer Industry sources spoke of alarm and disquiet today as US Gold – Europe's forerunners in home entertainment software – announced plans for a September release that marks a milestone in the development of the home computer industry. Titled "HISTORY IN THE MAKING", it chronicles the early giant successes of this exciting industry and is regarded by many experts to be the finest single collection of computer games ever produced...... a real must for computer enthusiasts and a true collector's item to be treasured for years to come.

In just four short years home computer entertainment has grown into a furious and exciting industry not only bringing much pleasure and enjoyment to many youngsters throughout Great Britain and Europe, but creating a whole industry that has made enormous strides forward in technology and the standards of entertainment.

No company has done more to advance the cause than US Gold. Deriving its name from the early activities of importing software from America and adapting it for the home market, US Gold has constantly led from the front, outstripping competitors in satisfying the demands of an increasingly discerning public. US Gold now stands firmly at the head of a very stable and vital industry leaving behind it many memorable and outstanding achievements.

Now the company has announced plans to create another shockwave – it's taking those early masterpieces from its own outstanding success and bringing them together in one collection – 15 true classics in all. A spokesman for US Gold is not surprised at the market's reaction when he commented to our reporters: "US Gold *is* the entertainment software industry in the UK and now Europe.

"In short, the collection will appeal to everyone - it's not just a compilation of games but a true chronicle of the development of this fantastic industry of ours."

It's hardly surprising our competitors are unhappy. From the very early days we were the innovators and we therefore developed some real innovative games – games that can be called classics of their time.





MONDAY, 19TH SEPTEMBER, 1988

n the Making

No one has achieved so much and no one is able to command such outstanding software. Now a mature market is in residence, we decided that the time was right to make a bold statement about how significant and impressive computer software is, we therefore collected together these classics – collected from only our first three years – and are to publish them in one historic pack. Many of today's enthusiasts may have been too young to have played the originals – it's obviously a real treat for them and many of the older players will treasure the value that such a collection offers. In short, the collection will appeal to everyone – it's not just a compilation of games but a true chronicle of the development of this fantastic industry of ours."

BEACH HEAD... the leader of the pack, US Gold's 1st quarter of a million seller. **BRUCE LEE...** the first famous face to join US Gold. **SPYHUNTER...** Bally Midway's armoured car classic became a home computer cult. **RAID...** Impressive yet controversial, Raid hit the headlines in the national press. **GOONIES...** Spielberg film translated into the first simultaneous two player interactive arcade game. **SUPERCYCLE...** the Epyx spectactular on two wheels. Fast and furious – an all-time racing classic. **WORLD GAMES...** around the world with 8 incredible, and unusual events by Epyx. **EXPRESS RAIDER...** a rootin', tootin', arcade action – the Easter hit of that year. **INFILTRATOR...** arcade, strategy simulation – all ingredients that culminated into a European No. 1. **BEACH HEAD II...** tough action sequel, another monster chartbuster by Access. **GAUNTLET...** the biggest selling computer game 1986/87, over 300,000 sold – the 1st great arcade conversion. **ROAD RUNNER...** the summer No. 1 of that year – cartoon, coin-op capers from Atari Games. **IMPOSSIBLE MISSION...** the benchmark test for all subsequent platform games, still regarded by many as one of the greatest computer games of all time. **KUNG FU MASTER...** a Gallup No. 1 – Data East – often imitated, never emulated. **LEADERBOARD...** *"This is the sports simulation of the year – if not the decade"*, Zzap 64.



The games selected to honour this special collection are each of outstanding merit in their own right ...

Besides its possession as a collection piece the package is considered by many to offer unheard of value for money and an opportunity not to be missed. Many computer enthusiasts await eagerly the mid-September release and comments such as "I've started saving now...", "I wasn't into computers when the early releases came out, I'm looking forward to playing them now...", "I've only heard of such games as Beach Head, now's my chance to see what I've missed..." are common amongst the players that we've talked to.

"But the real winners are the buying public – it's fantastic value."

Perhaps one of the most informative comments was made by an industry insider: "US Gold seem to have done it again. Whilst we're all happily constructing compilations from any product we can find and offering them to the public as value-for-money packs, US Gold have put together the finest collection of classic games ever assembled and the support material and give-aways will be just as good and up to their usual amazing standard. Quite simply, I think we're all stunned once again, but the real winners are the buying public – it's fantastic value."

Where will US Gold go from here – well no one knows, all we can really say is that if they keep going on making history like this then they can only keep going on from success to success and all computer owners will be pleased for that to continue.

Pink Panther

● ***Cat burglar in somnambulism theft shocker***

Producer **Gremlin Graphics**
Out of pocket **£7.99 cass**
£12.99 disk
Author **Volker Marohn, the reLINE team (from an idea by Rolf Lakamper)**

Feline star of many a cartoon, the Pink Panther never seems to have much luck. Due to his excessive lifestyle (he only drinks pink champagne) he's currently broke. So the oddly-coloured cat burglar takes the drastic decision to get a job as a butler, working for the filthy rich.

Of course, he doesn't plan to keep his light claws to himself. No way, José – he aims to steal as many valuable items as he can during the night. There's just one problem – his master is a somnambulist (no, I don't know what it means either). ('Sleepwalker', use your dictionary –Ed.) If he should bump into a wall or other solid object, the boss awakes and catches the naughty panther pink-handed.

You control the puce pussy (it's a sort of red, not the stuff you throw up after a ba-a-aad party) as, he carefully guides his sweet-dreaming master around the mansion by physically turning him around or by jingling a bell. And grabbing valuable objects on the way.

Other tricks up his fur are a variety of objects in his possession which can be inflated and dropped. These include a Pink Panther lookalike, catapults and boards to guide the master round obstacles. Also wandering around the house is that diligent detective, Inspector Clouseau. He can be dealt with by positioning an inflatable hole (honest!) in his path.

The idea of inflating objects sounds intriguing, but in reality the game's frustrating and unplayable. The slightest mistake causes the sleepwalker to wake up, ending the game. Worst of all is that you never have enough time to experiment with the positioning of objects, so progress is very much a trial and error affair – an extremely frustrating one at that.

PHIL 37%

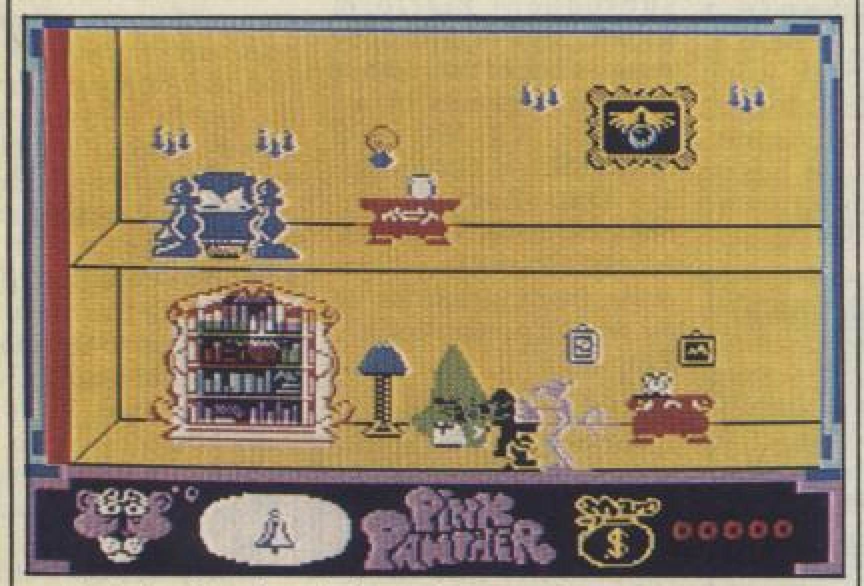
IN THE PINK

- **Always insure that you have the correct apparel for each level (on Level One Pink Panther needs a top hat to gain the job).**
- **Ring the bell, or stand in the defensive position to change the sleepwalker's direction.**
- **Use inflatable items to aid in guiding the sleepwalker safely, or in the case of the inflatable Panther, to fool the Inspector.**
- **Whatever you do make sure that Pink Panther stays awake, watch the face icon (bottom left of the screen), keep him awake without awakening anyone else.**

The game looks horrible; the colour scheme is garish (pass the sun shades, vicar), and the rinky-dink pink himself looks little more than a small misshapen pussy cat than a large mother of a Panther.

Control of the game is so difficult that it interferes with pilfering. All this adds up to a game interesting in concept, but poorly implemented. My attention quickly turned elsewhere.

MARK 37%



▲ **Pinch the silver, but don't awaken your sleepwalking master**

NICK This game is a faithful conversion of the cartoon Pink Panther, it's just a pity the cartoon's rubbish. The amount of clash is the first thing that amazes, but the worst is yet to come. The sleepwalker is just impossible to control. It's easy to make him change direction but when it comes to getting him across rugs in his way it's impossible. There are no tunes on the 48K or 128K machines and just the odd feeble effect.

26%

THE ESSENTIALS

Joysticks: Kempston, Cursor, Sinclair
Graphics: garish backgrounds and sloppy sprites
Sound: awful effects and no tunes!
General rating: this panther's rosy colour must surely be due to appearing in such an embarrassing tie-in!

Presentation	45%
Graphics	34%
Playability	26%
Addictive qualities	25%
OVERALL	**34%**

Producer **Electronic Arts**
Out of pocket **£8.95 cass**
£14.95 disk
Author **Accolade**

You'd be wrong if you thought this was childsplay – *The Train: Escape To Normandy* is a serious simulation set in the occupied France of World War II. It's 1944. The Germans have stolen France's most valuable art treasures, and are taking them back to the Fatherland on a train.

You are brave French Resistance leader Pierre Le Feu. Mad, you're going to seize the train and deliver its precious cargo to the Allies in Normandy.

The mission starts at Metz station. Your injured colleague, Le Duc, has to change the points on the track while you give covering fire. Germans appear at windows in the station house and fire at you. Ducking to avoid their bullets, you're equipped with a machine gun to knock the smiles off those Nazi faces.

Time to climb aboard the train itself. A multitude of levers and dials faces you, plus a furnace, which can be opened to shovel in coal from the hopper. From time to time, enemy planes attack from front or rear. Switch

Producer **Firebird**
Out of pocket **£7.95 cass**
Author **Graftgold**

Sarnak has been summoned to retrieve the Zodiac Power Source stolen by evil Krillys. The brave adventurer's quest begins in the mysterious Ebbledown Forest, which lies above a vast cavern system, populated by hordes of Krillys's terrible demons.

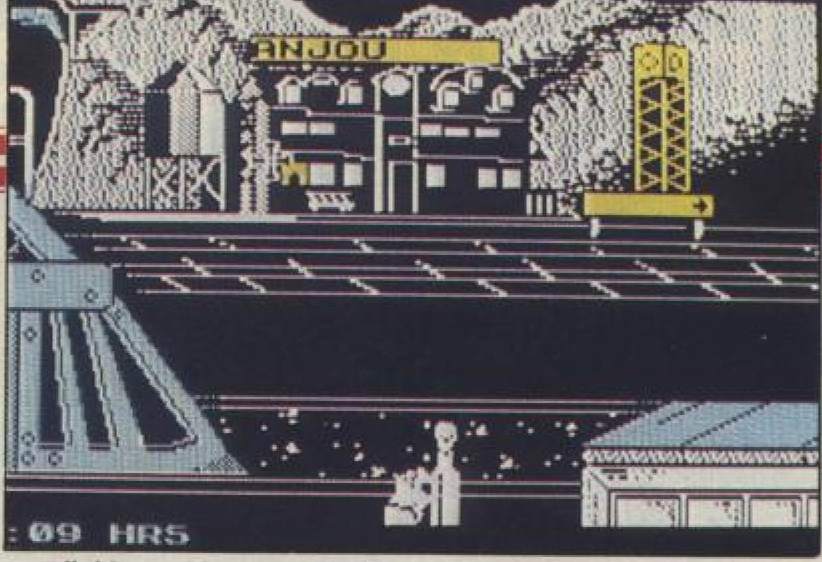
Luckily for Sarnak, a network of magic platforms exists, created by Krillys for his own convenience. Using these, Sarnak is able to explore the demon-patrolled caves in search of the four elementals with which he can summon the Zodiac Power Source.

These are constructed from six pieces of magical tablet, scattered around the many caves, and can be used to defeat the powerful Guardian to allow escape from the current region.

Soldier Of Fortune looks and plays rather like a cross between *Beyond The Ice Palace*, and *Ghosts And Goblins* – even down to the great patience needed to master the pixel-perfect jumping skills necessary to reach some of the more inaccessible ledges.

The various areas of the land





▲ All this trouble to get a ticket!

ESCAPE TO NORMANDY

● *Blast Nazis and save art*

to the appropriate view and deal a blast of machine gun death to the swooping planes.

One feature which looks strange for a game set in wartime France, is that with the red ground and blue trees it looks more like the planet Mars.

ON THE FOOTPLATE

- If the steam pressure is too low, close the throttle and stoke the furnace.
- At the stations, keep the fire button pressed to make shooting the guards an easier task.
- After destroying a gunboat, immediately move left/right, keeping the same cannon inclination to destroy the boat at the same screen height.
- When moving down the track, keep switching between front and rear views to spot attacking planes sooner.

A few more sound effects would have contributed something to the tension as well - it's a bit disappointing to pull the whistle only to hear . . . zilch. Still – with three difficulty levels and a strong incentive to get to the end of the journey, this is one iron horse it would be a shame to miss.

PAUL 82%

But with attacks from the German troops coming thick and fast, I suppose you haven't really got time to admire the scenery.

A map screen shows the position of the train relative to the various stations and bridges, while the report screen shows the amount of damage sustained by the train and its cargo.

Coming to a halt at bridges results in a battle against enemy gunboats, while on stopping at enemy stations, Pierre must again give covering fire to his partner. Once inside, Le Duc can send messages to the Resistance using morse code.

The Train isn't all about diligently watching gauges, but contains a fair bit of strategy. The three skill levels should help to preserve its appeal, but it's still a challenge on the easiest one! I will say this only once – I like it!

PHIL 78%

THE ESSENTIALS

Joysticks: Kempston, Sinclair
Graphics: odd-looking red and blue colour scheme for the track, but otherwise effective
Sound: simple spot effects – where's the whistle?
Options: three skill levels to choose from
General rating: more of a strategy game than a train driving game, there's nothing quite like it

Presentation	79%
Graphics	79%
Playability	83%
Addictive qualities	74%
OVERALL	**79%**

SOLDIER OF FORTUNE

● *Looking for tablets in a labyrinth of caves*

are linked by magic portals which transfer Sarnak to a different region. Also littering the land are the skeletons of other unfortunate adventurers; their trapped souls can be freed by contact with Sarnak, and they may gratefully reward him with a clue to the hidden location of the Guardian's chamber, accessed via a portal.

To start you are armed only with a simple bow and arrow, but more powerful magic weapons may be found, such as throwing daggers and swinging axes. Further aid is found in glowing crystals – collect eight for an extra life.

MARK Even though much swearing is heard, and frustration is felt at first, patience and practice soon has you merrily bounding across the colourful, and well-drawn screens.

Overall, despite the fact that *Soldier Of Fortune* is playable, I feel it adds little to the existing platform and ladders format.

68%

FIGHTING FOR FIVERS

- Find the two tablets in each section before moving to the next.
- The entrance to the first Guardian's chamber is located in the middle of the left-hand edge of the playing area.
- When fighting a Guardian, keep jumping backward, turning in mid-air and firing.
- Try and find a magic weapon as soon as possible to make progress easier.

Roaming around a scrolling landscape collecting bits and pieces and fighting off various nasties isn't very appealing on its own, but with the added attraction of teleports, the game becomes quite addictive. If you're looking for a good excuse to lock yourself in your bedroom for a couple of hours, here it is . . .

NICK 73%

▼ That chap in the corner has obviously been on a severe CRASH diet

Soldier Of Fortune contains some cute, colourful characters patrolling a fairly large playing area of lifts and platforms. The hero is effectively animated as he leaps and runs through a multitude of caves. Although jumping around shooting demons is good fun, the lack of variety kills the appeal, especially when most of the screens have been explored.

PHIL 69%

THE ESSENTIALS

Joysticks: Kempston, Cursor, Sinclair
Graphics: well-drawn sprites patrol a colourful landscape of lifts and platforms
Sound: catchy Steve Turner title tune, plus plenty of spot FX
General rating: very unoriginal, though playable, platform and ladders game lacks lasting appeal

Presentation	69%
Graphics	70%
Playability	69%
Addictive qualities	64%
OVERALL	**70%**

FIVE FIST FULLS OF





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Gremlin Graphics Software Ltd.,
Alpha House, 10 Carver Street, Sheffield S1 4FS. Tel: 0742 753423

▲ Take that sieve off your head and say that!

Gold Silver Bronze

● *The battle for those elusive medals has begun*

Just in time for the Olympics, Epyx have appropriately released *Gold, Silver, Bronze*, a compilation of the previously released *Winter Games* (93%, Issue 26), and new to the Spectrum, *Summer Games* and *Summer Games II*. This massive, comprehensive sporting package covers a total of 23 events, ranging from the rigours of pole-vaulting to the gracefulness of figure skating.

In *Summer Games* and *Summer Games II*, up to eight players can compete in eight events. Each can choose to represent any of 18 countries in the chase for gold medals.

After the obligatory opening ceremony, competitors limber up for that strenuous event, the pole vault. Choose between three types of grip on the fibre glass pole, and your little man strides automatically toward the bar. Split-second timing is needed to plant the pole in the box and flip over the bar while releasing the pole. These three different requirements make for a very difficult (and therefore realistic) event. A similar technique involving timing is used for the high jump on *Summer Games II*.

▼ Which way to the Grand National?



Running events include the joystick-waggling 100m dash and the more strategic 4 x 400 metres relay – no waggling here (a good job too, as my arm's just dropped off!), just control the speed of the runner.

Complex aerial movements

Producer **Epyx**
Gold Sovereigns **£14.99 cass £19.99 disk**
Authors ***Summer Games I* Randy Glover, Stephen Landrum, John Leupp, Brian McGhie, Stephen Mudry, Erin Murphy and Scott Nelson**
***Summer Games II* Larry Clague, Jon Leupp, Scott Nelson, Kevin Norman, Chuck Somerville, graphics by Michael Kosaka**
***Winter Games* Sentient Software**

A CRASH Smash



▲ It's the boat race but where's Harry Carpenter?

GOING FOR GOLD

- Practise each event before you play it. You can then work out where to jump, waggle or shoot.
- On the Skeet Shooting it's best to take your target into the middle of the range and let it fall down onto the skeets. You can get two with one shot if you do this.
- On the Biathlon event, if you just hold down the right key when going up hill instead of pounding away at left and right, you should go up just as well.
- In the Show Jumping slow down the horse as soon as you jump, this stops the rider falling off when they hit the ground.
- Don't waggle the joystick like mad in the Speed Skating – careful timing is needed to gain speed.

Each of the 23 events is just as challenging and addictive as the last. Particular favourites of mine are the Hot Dog (not the type from the fair!), Pole Vault and Skeet Shooting.

The best graphics are to be seen in *Winter Games* with well-coloured, detailed backgrounds and silhouette-like players, but the graphics are of a good standard all through.

As in real-life, the events are difficult to master at first, but once you've practised, you can begin to get somewhere and enjoy the compilation. Both *Summer Games I* and *Summer Games II* are multi-loads – a problem if you're using the tape versions – but *Winter Games* loads half the events at once so you can chop and change without having to break your tape recorder!

There are sound effects and tunes in most events except for the winter ones (being made in the 48K-only period). *Gold, Silver, Bronze* is good quality and great value for money. Buy it and you'll have hours of fun, guaranteed.

NICK 91%

and somersaults are involved in diving and vaulting. Both are controlled in a similar manner. The various joystick directions are used to control the speed of rotation as the athlete flies through the air. And careful timing insures you plunge headfirst into the water, or land on your feet.

Back down at the pool, it's time for some aquatic exertion in the two swimming events. These both involve pressing fire as the swimmer's arm enters the water to provide power, while pressing left to do one of those 'show off' underwater turns to turn round – well he wouldn't want to smash his head at the end of the pool!

The 100m freestyle has the competitor swimming two lengths of the olympic sized pool, while the relay basically involves the same thing but four times over.

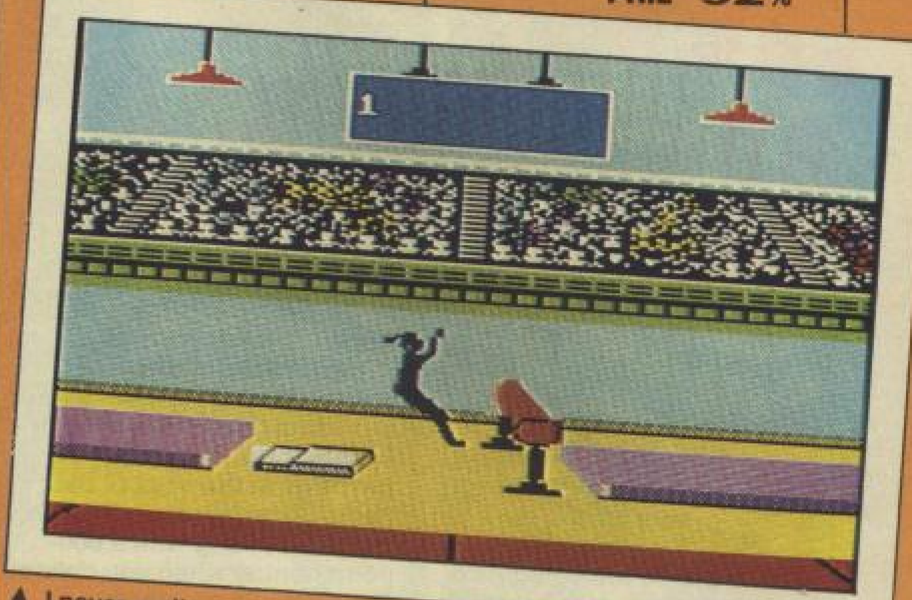
A less energetic sport is that of skeet shooting – 'that's more my scene', says Nick as he puts his feet up while munching a 9-inch pizza with extra topping!

However, more exhausting events are contained in *Summer Games II*, including both rowing and kayaking, plus the unusual equestrian event, where you ride a horse, jumping over the fences.

Other excitements in this mammoth compilation are the triple jump, javelin, cycling – with a weird control method of rotating the joystick (if it wasn't mangled by the previous events!) – and fencing (not the wooden kind, Mark!), where the two opponents face each other on the piste (not down the pub, Dom!).

If this wasn't enough to wear you out, there are the seven icy events in *Winter Games* ie, both figure, speed and free skating, ski jumping, hot-dogging (without tomato ketchup), biathlon and bobsled.

Phew! It wears me out even describing all this exercise –



▲ I never realised Cameron had pigtails

I'm more a snooker and darts fan! Seriously though, *Gold, Silver, Bronze* has an unbelievably large number of events to keep armchair sports buffs happy, contained in a suitably massive box. If this isn't value for money, I don't know what is. Worth its weight in gold.

PHIL 92%

MARK Wow! Be warned: one game of this type on its own is bad for the joystick, three of them are devastating. The 128K version of the game is graphically and sonically identical to the 48K version, but +3 disk owners will have their ears filled with national anthems on the 'pick your nationality' screen, as well as various jingles throughout the game.

Graphically *Gold, Silver, Bronze* is excellent. Nicely animated, monochromatic sprites energetically leap and bound across the screen in their attempts to win a gold medal. As always the best way to play these sport simulation games is with a couple of friends, but as Phil 'Carl Lewis' King keeps beating everyone else in the office, we have had to show him the 'red card' (as they say in sporting circles) to stop him playing.

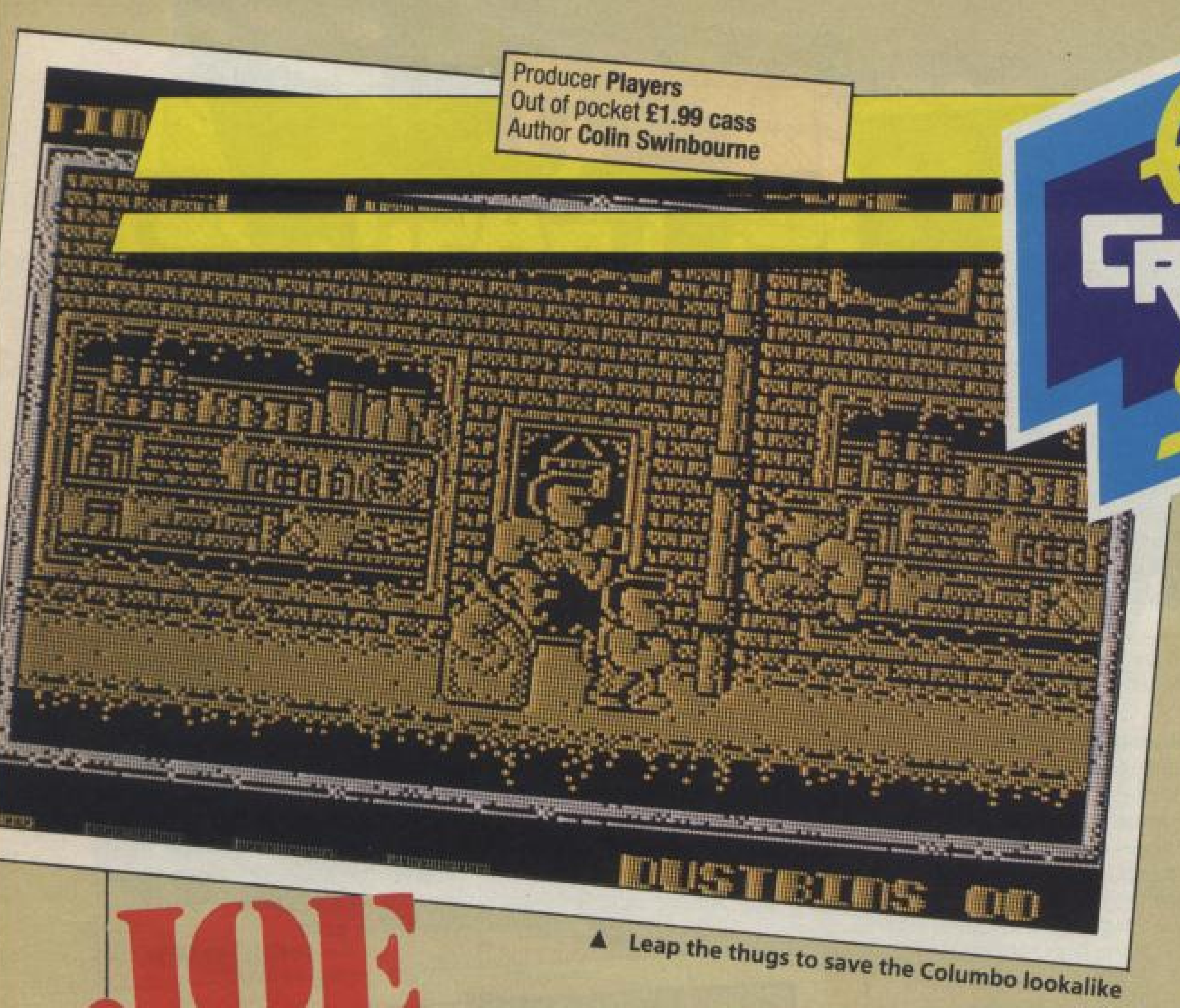
Gold, Silver, Bronze is a first rate package that brings together the best of Epyx's sports games. For me to say that is a miracle.

91%

THE ESSENTIALS

Joysticks: Kempston, Sinclair, Cursor
Graphics: well-animated, monochromatic sprites – especially in *Winter Games*
Sound: national anthems and a good tune at the start of each event
Options: up to eight players can compete (four in *Winter Games*)
General rating: with 23 events *Gold, Silver, Bronze* has everything any sports fan could wish for. A fun-packed compilation that represents excellent value for money

Presentation	90%
Graphics	86%
Playability	91%
Addictive qualities	88%
OVERALL	**91%**



▲ Leap the thugs to save the Columbo lookalike

JOE BLADE II

● *Hit baddies very hard and not feel guilty*

Murderers, muggers, punks and other not very nice people fill the streets. It's 1995 and the public are being held hostage in their own homes. Who can rid us of these hooligans, guttersnipes and lovers of David Sylvian dirges?

Need you ask? It's Joe Blade of course.

After defeating the nefarious Crax Bloodfinger and his henchmen in *Joe Blade* (Issue 44, 84%), Blade (Joe), scourge of all nasty villains (ie Phil King and Nick Roberts), has returned in his never-ending fight for truth, justice, and the chance to hit baddies very hard and not feel guilty about it.

So enter stage left Joe Blade – there are 20 citizens to be rescued within ten minutes, or it's roller blinds for you. With innocent bystanders wandering about, the powers that be have taken away Joe's gun, forcing him to alternative means of disposal. Now a press of the fire button sends Joe leaping into the air, until his boot gently collides with a baddie's bonce (scoring 200 points in the process).

Most of the doors Joe passes through are unlocked, but some need opening with special keys, and 20 are provided at the start of the game, although more can be obtained (along with a 500-point bonus) when you collect five bouncing dustbins.

Don't forget to rescue hostages – they can be found doddering on the streets in their 'Columbo'-style raincoats. Run into one of these unhappy citizens and you access the subgame. This is quite simple: rearrange the number code into its correct order in 60 seconds, or Joe dies (this ends the game, as you only have one life).

Disaster also strikes if the timer runs out, although running into alarm clocks, which are occasionally encountered, resets the timer to ten minutes. So hurry Joe, time's running out.

Monochrome sprites and backgrounds cut out the risk of colour clash nicely, and the game's general appearance is fine. Although Joe has lost his gun he has little difficulty despatching the baddies with his ballet dancer leap.

Sadly, though I prefer this to the previous offering, boredom once again soon grabbed me. The backgrounds are all detailed, but they look too similar, the search for citizens became tedious, and I found the puzzles (once sussed) very simple. But short term *Joe Blade II* is playable, which wins much of my vote. See what you think.

MARK 83%

PHIL After an impressive debut, Joe's second appearance is no disappointment. Most striking are the number of catchy 128K tunes which accompany both the front end and the four subgames.

Kicking punks soon gets repetitive, but what really makes *Joe Blade II* so playable are the four puzzling subgames. The concept of arranging numbers in the correct order sounds easy, but you tend to make silly mistakes when under the pressure of a small time limit. I just love the way the program sadistically taunts the player by announcing that if the puzzle isn't solved you'll 'die in 60 seconds'!

My only gripe is that perhaps the task of finding the raincoat-clad citizens is a little too easy. Once the play area is mapped out, completion shouldn't take too long. But in the meantime there's plenty of fun to be had in this compulsively addictive sequel.

92%

BOUNCING BONCES

- Let your timer get really low before you reset it, otherwise you'll end up running out of little clocks at a crucial moment.
- Only jump at the punks when they are walking as you get get 200 points for them then.
- When you reach a subgame don't panic just take it easy and you can complete any of them.
- If your 60 seconds is running down and you have a multiface or other pause add-on, pause the game and think about what to do next.
- If you want to know where you've already visited, then leave a 200-point symbol bouncing on each screen.

If you thought that Players couldn't go one better than the original *Joe Blade*, then you ain't seen *Joe Blade II* matey! This takes the original idea and makes it doubly addictive and much more challenging.

It has all the fun and excitement with new subgames and excellently detailed new graphics. The music and sound effects are just right for this type of game. There is enough playability in *Joe Blade II* to last a life time – I just can't wait to play *Joe Blade III*!

NICK 92%

THE ESSENTIALS

Joysticks: Cursor, Sinclair, Kempston
Graphics: cutely-animated sprites on monochromatic backgrounds
Sound: a host of 128K tunes throughout the game
General rating: a worthy successor to *Joe Blade* with superb presentation and addictive gameplay

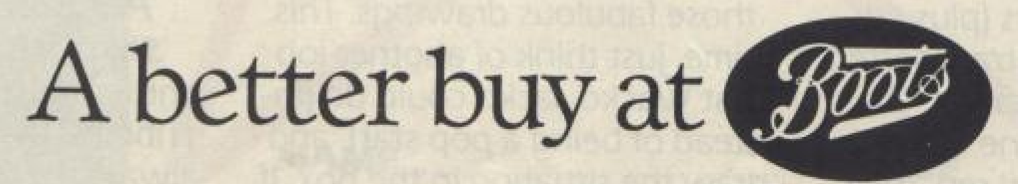
Presentation	87%
Graphics	85%
Playability	84%
Addictive qualities	83%
OVERALL	**90%**

One two three. One free too.





With Boots computer games you just can't lose. Buy any three from September 5th to November 19th and you get another one free. Just ask a sales assistant for the special Collect Card* and we'll stamp it every time you buy a game from our large selection of titles. With three stamps on your card, all you have to do is return to a Boots store. And then we'll give the game away.



*COLLECT CARD ONLY AVAILABLE UNTIL 22nd OCTOBER 1988. ALL TITLES MUST COST £7.95 OR MORE AND BE FOR THE SAME COMPUTER. THE FREE OFFER DOES NOT APPLY TO COMPILATIONS. SUBJECT TO AVAILABILITY IN LARGER STORES ONLY.

WIN A MAD THE METRO

AND MAKE MICHAEL JACKSON A STAR

What a historic occasion; **US Gold**, one of the (they would probably say 'the') biggest selling software companies have just joined forces with (as far as Nick Roberts is concerned!) the biggest soft drink producers, **Pepsi-Cola** (who also make 7-UP). The result, apart from a bloated tum is that they are about to launch the computer version of the **Pepsi Challenge**, with ***Mad Mix Game*** being the first game to appear under this alliance.

A special competition requires a special prize.

Although I couldn't make it up to the National Computer Games Championships at Gateshead in person (I was still on holiday) I'm assured that it's a 'pretty hip place to hang out' (quote, Phil King). So what could be more fun than spending a mad day out at Europe's biggest out-of-town shopping complex (although it's not just shopping, there's cinemas and fun fares too!). US Gold have promised to pay for three readers (plus parents, if needed) to be transported up to lovely Gateshead. On rendezvous with one CRASH celeb and a US Gold rep, they will each receive **£100** spending money (or tokens), for use in the Metro Centre. Buy what ever you like, it's on on US Gold!

Twenty five second-prize winners will receive (not a crate of Pepsi, Nick) a copy of *Mad Mix Game* and a Pepsi-Cola poster of either **Tina Turner, Michael 'Wacko Jacko' Jackson**, or **Michael J Fox**.

What do you have to do? Well, it's dead easy. See the blank box on this page? It's not an(other) Art Department mistake, no, it's space for you to scrawl one of those fabulous drawings. This time, just think of another job that Wacko Jacko could do (instead of being a pop star), and draw the situation in the box. If you think Wacko would make a good council worker (?!?) then sketch out a pic of Michael sweeping the streets. Can't get much simpler than that!

If you fancy a day out in Gateshead, or a poster of one of your pop faves (as long as they are one of the three mentioned), grab an envelope, stick your entry inside, and despatch it post-haste to **I'M TAKING THE CHALLENGE, CRASH, *PO Box 10, LUDLOW, Shropshire SY8 1DB***. All entries must reach the office cat (Tibbles) by October 21, and as always the residing judges' decision is final.

DAY OUT AT CENTRE

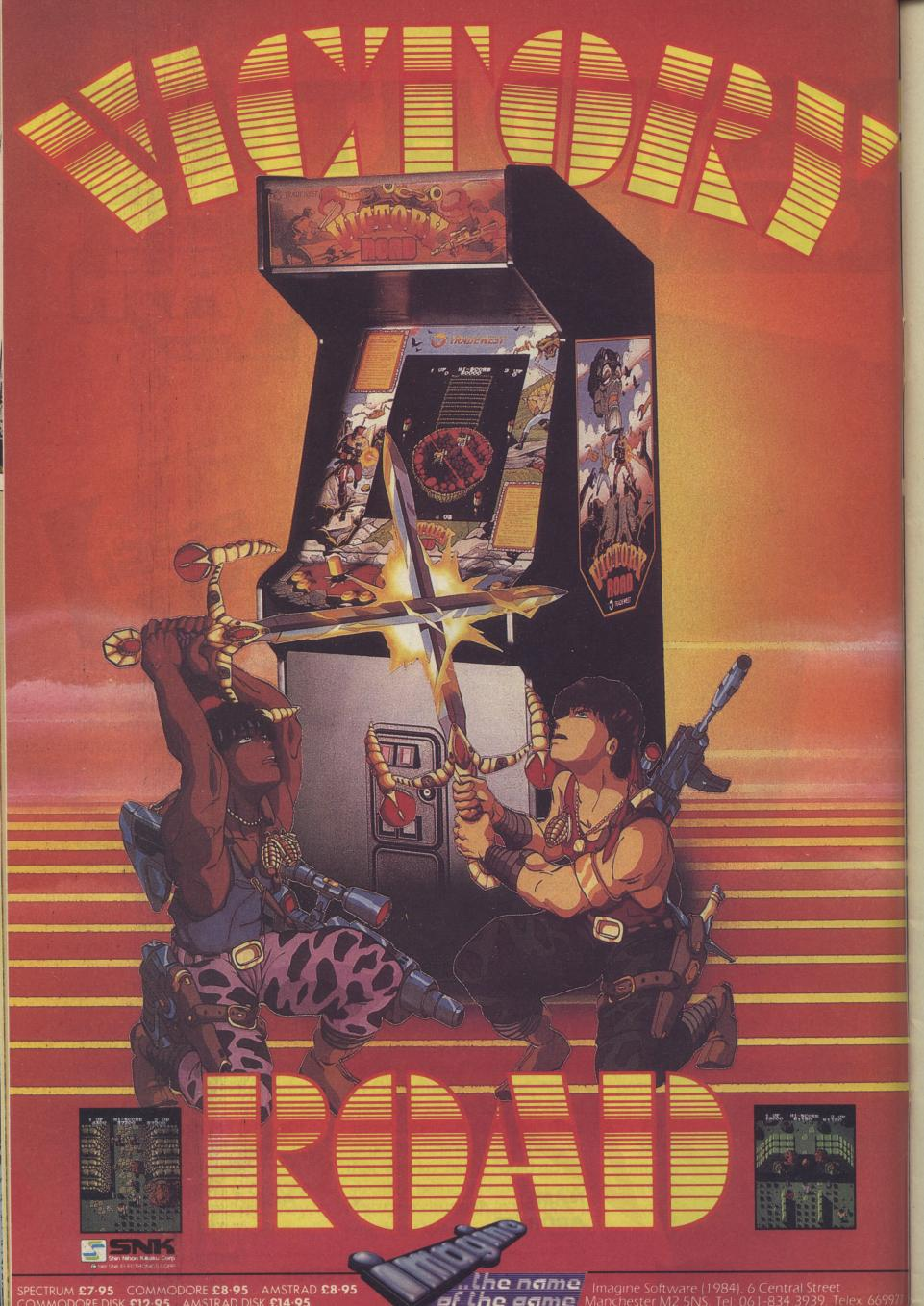
COMPETITION







NAME .... AGE.........
ADDRESS ....
....
.... POSTCODE...............


VICTORY
ROAD
SNK
Shin Nihon Kikaku Corp
SPECTRUM £7·95 COMMODORE £8·95 AMSTRAD £8·95
COMMODORE DISK £12·95 AMSTRAD DISK £14·95
Imagine
...the name of the game
Imagine Software (1984), 6 Central Street
Manchester M2 5NS. Tel: 061-834 3939. Telex: 66997

SEEN IT ALL, DONE IT ALL

Regular CRASH reader ANDREW CHAPMAN could hold his thoughts no longer. The cyclic gush of unoriginal games did more than just arouse Andrew from his sleep. He decided to put pen to paper and try and work out why we are still putting up with the same old concepts, over and over again?

'Variety is the spice of life' they say, yet where is the variety among the new games that are released each month? It is easy to glance at the latest releases and make some glib statement about the many different games on offer. But however varied each month's batch of software may be, how many of the titles can legitimately boast a new concept in computer gaming? Well out of say, thirty new titles gracing the shelves every moon, perhaps one or two, though more often than not none at all.

While it is true that almost all games must inevitably fall into one category or another, too many software houses seem to be taking the easy option and just rehashing an old concept, perhaps just changing the graphics to make a game look different to its predecessors, but which is effectively identical in gameplay. It appears to the interested observer that the market is becoming saturated. The Spectrum is in a particular dilemma, having been on our desks for around six years in one of its various guises, almost every possible angle must have been tried in this period.

Commodore Crisis

The Commodore 64 is entering a similar situation, although it is perhaps saved by better quality sound and graphics. The Amstrad CPC range has had the benefit of youth, and so old favourites from the Spectrum and Commodore could be converted, and respectable sales achieved. However, even the Amstrad market is now entering the doldrums, as in general the same titles are being produced across the board. Fair enough, but the sad fact remains that the larger majority of these titles have been seen in all but name and presentation.

The shop shelves reveal a great number of similar games, for instance games like *Enduro Racer*, *Super Hang-On*, *Out Run*, *Crazy Cars*, *Roadblasters* etc, are all variations on a theme that has been with us since the advent of the home computer. Most software houses seem content to stay with tried and tested ideas; imitation may be the sincerest form of flattery, but what is the point of flogging a dead horse? Almost no one seems to be willing to go beyond the realm of the straightforward shoot-'em-up, collect-'em-up, or beat-'em-up types of game with some minor twist.

The only truly new concept I can think of is the Freescape technique employed by Incentive for *Driller* (Issue 47, 97%), and AGAIN used in the sequel *Dark Side* (Issue 54, 95%), but no doubt the secret will eventually be discovered, and the games copied until we have solid 3-D landscapes up to our eyeballs.

> 'Imitation is the sincerest form of flattery, but what is the point of flogging a dead horse?'



Name Without A Game

Many games over the last few years have been licensed from the arcades – *Out Run*, *Ikari Warriors*, *Bionic Commando*, *Alien Syndrome*, *Commando* and *Gauntlet*. Film tie-ins include *Back To The Future*, *Aliens*, *Blade Runner*, *The Living Daylights* and the soon-to-be-released *Live And Let Die* from Domark. Comic characters have frequently starred in their own games: *Nemesis The Warlock*, *The Hulk*, *Spiderman*, *Judge Dredd*, *Rogue Trooper* and *Batman*. What a great earner, buy a licence, knock up an unoriginal game and make a killing. Killing the good name of software certainly, why pay for a name without a game?

> 'Some companies do actually strive to be original'

There isn't much point in producing an inevitably poor conversion from a stunning arcade machine; comparisons are odious and the Spectrum version is bound to look pathetic in comparison to its arcade counterpart. Of course gameplay should be considered above graphics and sound, but they still play an important role, despite the Spectrum's memory limitations.

I don't object to old ideas being reused if the game is the best of its kind to date, I guess *Super Hang-On* would come top of my earlier list. Sometimes the older games (the grandparents so to speak) are the best. I can't think of an overhead view shoot-'em-up game that I prefer to good old *Uridium*. Most games are just run-of-the-mill copies that not only fail to match the originals, but offer little that is new. Nevertheless, if a game is sufficiently addictive or indeed impressive, then I suppose the question of originality doesn't matter very much.

To be fair, though, some companies do actually strive to be original, take *Pogostick Olympics* for example (Issue 55, 20%), nice idea, shame about the actual game. Others claim to have invented a new concept, but whether they actually have or not is a matter of opinion.

Budget Boom

It is forgivable however in budget software, as the budget market is an excellent way of rereleasing old classics (*Bomb Jack*, *Sweevo's World*, *Dan Dare*, *Bruce Lee*, *Saboteur*), although old duds are occasionally prodded awake from their slumber as well, and budget clones of admittedly superior full price games are worth buying, if you like the particular genre. So it isn't the budget market that is in a state of stagnant saturation.

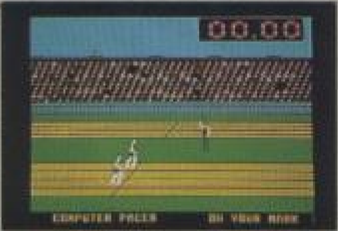
Nor is it so with the fields of adventure and strategy, as there seems to be more scope for originality in this market. As in this genre realism is probably more important than originality, and perhaps less often achieved. Maybe it is because many adventures and strategy-based games are homegrown that they often have a fresh and original approach.

Ultimately of course, the responsibility lies in the hands of Joe Public. We as software buyers don't have to buy clones and rewrites, the trouble is that's very often all that is available. This is where the responsibilities of the producers lie, as there are only two possible bridges across the stagnant swamp of software as I see it. Either the new original designs from companies such as Incentive, or the excellent execution of products from the likes of Hewson. We either follow their lead, or we totter and fall into the murky slime.

> 'We either follow their lead, or we totter and fall into the murky slime'

23 WAYS TO ACHIEVE SPORTING IMMORTALITY


FIGURE SKATING

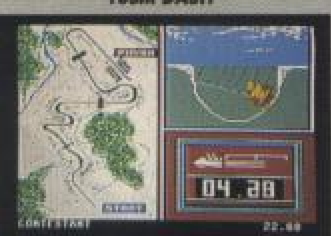

100M DASH


SPEED SKATING


HOT DOG


FREESTYLE RELAY (SWIMMING)

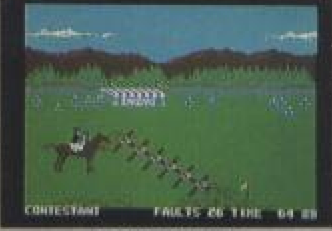

SKI JUMP

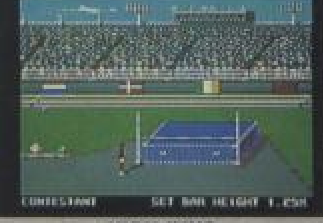

BOBSLED


TRIPLE JUMP


ROWING


JAVELIN


SHOW JUMPING


HIGH JUMP


FENCING


CYCLING



SUMMER GAMES I & II – Brand New on Spectrum and Amstrad

Screenshots taken from CBM 64/128, Spectrum and Amstrad formats.



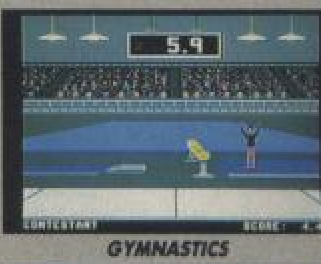
U.S. Gold Ltd
Units 2/3 Holford Way Holford,
Birmingham B6 7AX. Tel: 021 356 3388



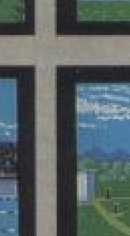

CANOEING

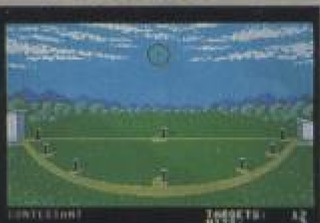

POLE VAULT

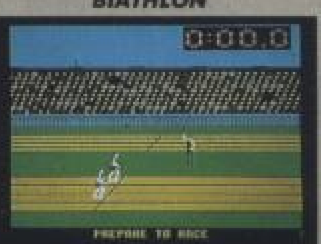

BIATHLON


GYMNASTICS


FREE SKATING


100M FREESTYLE (SWIMMING)


SKEET SHOOTING


4 x 400M RELAY


DIVING



No sex please, we're CRASH readers – is that the message? Lloyd prints your titbits on the great Split Screen sex scandal, and splits some hairs himself!

A saying in the Mangram family is 'charity begins at home'. Yet everyone seems determined to sort out the problems of the world at large, while their own and their friends' lives remain in chaos . . .

Nothing has shown me this more vividly than the small hill of letters I received on the subject of sex in software – which means sex in software ads, really. A lot of it was reaction to the Split Screen article in Issue 55.

I've had to cut many of the letters to get as many as possible in. But though you'll see that my own views are completely different, the £30 Letter Of The Month prize goes to Rachel Jones**, who has been buying CRASH since Issue 15.**

Rachel wrote about US Gold's now-notorious Psycho Pigs UXB **ad** – 'what I can only describe as a disgusting piece of filth'.

'I am not a feminist of particularly strong sensibilities,' **says Rachel. She continues . . .**

Women are not playthings, to be picked upon or put down like a computer game. What this advert is saying is that although the two Jack The Lads want the woman they can have the game instead, or indeed as well, she is after all holding it in a 'take me, take my game' fashion.

US Gold are telling us that a gamer can buy a woman or buy a game and THAT IT ALL AMOUNTS TO THE SAME THING; pick it up for a tenner, throw it away and buy another one when it is superseded by a superior game.

Ian Phillipson, in your Split Screen article, does not seem to think it worthwhile to worry about the effects of such adverts on women. What he is saying is 'Who cares? They're only women making a fuss. Mr Phillipson contends that 'tolerance should be shown to what others do, even of you don't like it'. He goes on to argue that this is a principle of a democratic society.

But another principle is that people should be able to object to what they disagree with.

Psycho Pigs UXB is not even a game with a woman in it. This is naked femininity purely for the sake of it. Maybe the US Gold promoters enjoy this sort of thing and think the rest of us do. I do not believe in censorship but instead I feel that people should vote with their feet.

Which is probably a more constructive way to vote than getting hot under the collar. Ian Walsh **of Cumbria sent in a step-by-step guide to voting with your feet . . .**

1 Don't buy the game.
2 See if it is possible to get the backing of certain chain stores. (Martech soon changed the cover of *Vixen* when Boots refused to stock it.)
3 Complain to the actual software company.
4 Write to the advertising companies or even Mary Whitehouse.

If enough people follow these actions CRASH may be able to concentrate on the games more and the adverts less.

Well said Ian!

Speaking of voting with your feet, or in this case with your mouth, I was sorry to hear from Catherine Davidson **of Romsey, Hampshire . . .**

I am writing to say how distressed I am at the picture on the front of the June issue of CRASH. I intend to cancel the order.

That wasn't sex, of course, but so-called gratuitous Oliviolence – something for another Split Screen, Ed?

Many people compared Psycho Pigs UXB **with the ads for Palace's** Barbarian **games and Martech's** Vixen **(the central subject of Split Screen).**

One David Lascelles **wrote . . .**

At least the page 3 beauties on *Barbarian* and *Vixen* had something to do with the plot, while the ugly so-and-so on the US Gold advert is a pointless expense.

Honesty is the best policy in more ways than one, it seems. One of our Spanish readers, Jorge Gonzalez**, took a similar view.**

Don't you prefer to see an almost topless (whoops, sorry, I meant very good-looking) lady, instead of the bloody mouth of an alien, or the typical couple of men/women covered with bleeding cuts and using the very, very typical space-gun?

Fair point Jorge – at least these 'sexist' ads haven't become a software cliché – yet. Another obvious point, which is often ignored amidst the hysteria, came from Ian Bentley **of Coventry. He addressed his comments to parents who stop their family getting CRASH . . .**

If they are going to stop their children reading CRASH and other computer magazines because of these adverts, did they stop their children going onto the beach on their summer holidays, where the women are wearing exactly the same amount of clothing, or even less in some cases where they are just wearing the bottom half of their swimsuit?

Oh, and another point – did these mothers notice the bloke on the *Barbarian* advert? He was wearing less than the woman.

Another fair point Ian, though I'll say later why I think half-naked women in ads are on a different level from real-life sunbathers.

B Cooper **from Scotland also observed that there are men in the 'offending' ads . . .**

Everyone is complaining about the use of women on software ads, but what about men?? Has nobody noticed that the *Barbarian* ads also feature a man dressed in nothing but furry underpants???

B also gave a very personal objection to top-shelf inlays . . .

Every time you go into a shop and buy a game with a half-naked person on it you get funny looks and 'pervo' comments. ▶



LLOYD'S PAGE 3

Which, I agree, is hardly fair – considering that the games are nothing like they look! Granny's very well, by the way, and thanks for asking, B.

Paul Chapman **of Stowmarket, Suffolk, made a similar point about packaging artwork . . .**

Boots are prejudiced against the Speccy and other such 'monsters'. They refused to sell *Vixen* with its old cover of a leopard-skin bikini top and loincloth-clad girl, yet they had Prince's album with him pictured in his (not so glorious) altogether. And even ye famous soap/shampoo adverts contain more porn than computer-game adverts.

Now a slight aside from John Hicks of Warrington.

I cannot recall half as much fuss when in 1986 *Sam Fox Strip Poker* was released.

Nor can I! Neil Manson **of Spilsby, Lincs, puts it all in context too:**

I don't see the connection between sex and slash-'em-up games, but I don't mind the odd page 3 beauty spread across the pages of CRASH. When it gets as bad as *Sunday Sport* then they've got something to complain about.

From historic York, city of walls, cathedral and (as I recall) excellent hamburgers, Andrew Dowd **took a similarly cool view.**

It's about time all this nonsense stopped. The women in these adverts are not being exploited by predominantly male ad men. They appear, of their own accord, in adverts which are chosen purely because of their commercial viability. Most people, whether to admire or express disgust, take a second look at such adverts, which proves they do their job well.

And Francis Moon **of Hull put the same point well with regard to** Psycho Pigs UXB **. . .**

The amount of naked flesh in an advert is really meant to give them the incentive to buy the game, not turn them into rampant sex beasts. She is merely a professional model working and earning money.

Exactly the point Andrew and Francis – let's not forget that these ads are produced to sell games, not to exploit women or anybody for that matter!

Matthew Scholes **of Luton spoke for many, including me . . .**

You see worse than the *Barbarian* and *Vixen* game adverts every day in *The Sun* and *The Star*. Corinne Russell in a bikini is hardly called porn or even risqué for that matter. And these women who whinge that these adverts are sexist are the whingers ashamed of the female body.

Now an opinion from the other side of the fence (and by the way, the balance of letters in this section represents the balance of YOUR views, not of mine . . . though they seem to be the same . . .).

Ian Fletcher **of London W4 gave Kati** congratulations on a tightly-argued case**. He continued . . .**

Surely the point is that the form of adverts such as *Barbarian I* and *II*, *Vixen* and *Psycho Pigs UXB* is irrelevant to the fun aspects of computer gaming.

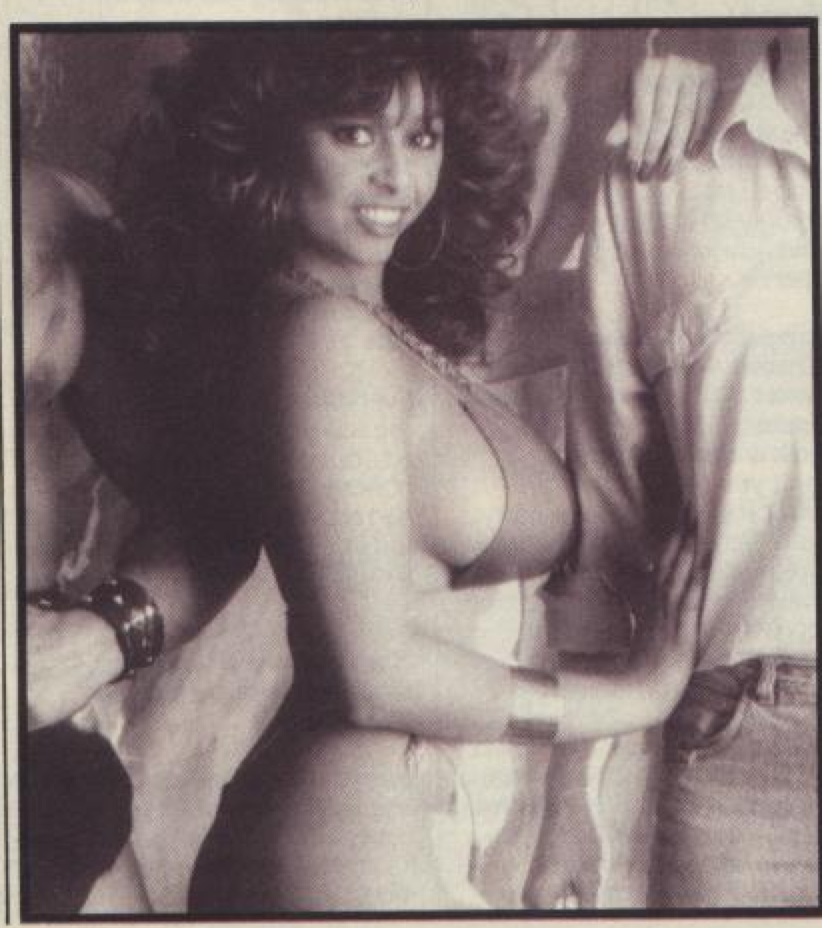


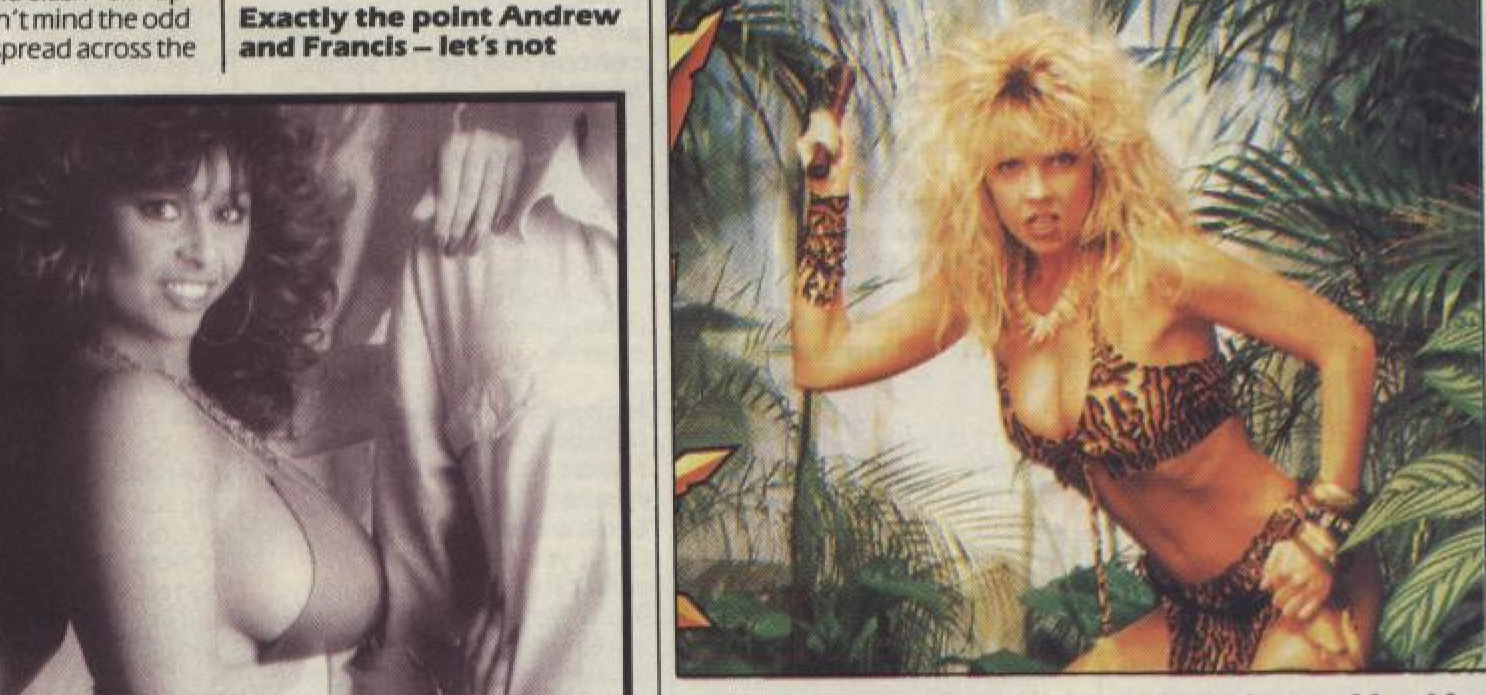


The adverts just don't fit.

Finally, before I get my say, what must be the strangest letter of all. Is it tongue-in-cheek? Or does Stephen Wilcox **of Dorset really not recognise sexism in himself when he writes it?!**

Bring back the girlie tipster and get rid of the sexist ads as they must be degrading for female readers.





As you can guess, after all that I had plenty of food for thought of my own. And what follows is based on my own opinions formed over the last couple of decades or so, as well as some discussion with people here at the Towers.

I don't particularly approve of sexist ads – in fact, I think they're worse than page 3 girls and porn magazines, because ads actually exploit people's unconscious sexism while porn is a simple matter of 'you pays your money, you takes your choice'.



38 & 39 LUVLIES

Having said that, I quite liked the Psycho Pigs UXB **ad – the way I took it, it seemed to be making fun of the idiocy of sexism just as much as exploiting it.**

But frankly, there are very few people who do not take a so-called 'sexist' attitude in their inner self – that is, they sometimes see other people as bodies rather than characters. As some of you pointed out, probably a lot of the protest over sexist ads is hypocritical in that sense.

And what still puzzles me is that people starve, innocent airliners get shot down, the world is damaged as thousands of miles of forests are demolished – yes, even to print magazines like CRASH – young (and old) people are falling victim to the far worse problems of drugs, alcohol and smoking . . . yet all we can fuss about is sex, that old taboo.

Obsession with sexism is just another form of obsession with sex. And so, underneath, the protestors are no different from the people they criticise.

IN THE BIN

Dear Lloyd
Games that are really rubbish should get awarded the CRASH Trash. Would *Piggy* get one?
Do CRASH Back Numbers provide the full magazine or part of the mag?
Cheuk Man Li, Wigan, Lancashire

Well, we've had the Smash and the Splash so I don't see why not the Trash – perhaps the Bash for beat-'em-ups and the Mash for games Nick can play over a nice plate of fattening potatoes? I'll suggest it to Ed, but he'll probably just sigh and look impatient as he always does when I come up with these ideas. CRASH Back Numbers supply the whole issue complete with Olicover (and CRASH Trashes!).

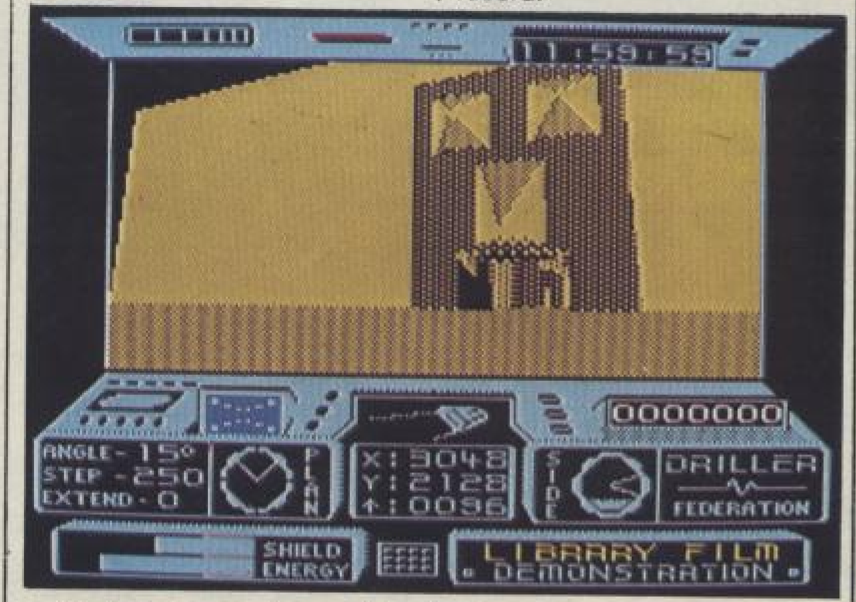
LM

MAIL ORDER ALL IN ORDER

Dear Lloyd
I am writing in response to Neill Stone's letter (Issue 55) which treats mail-order companies very unfairly. I have found through past experience that they have a lot to offer.

Neill bases his argument on three points, that mail-order companies offer negligible discounts, that they are unreliable and that they are slow.

The first point should be easy to check. If you turn to the Megasave advert on page 106, you will be able to see that the discounts are, in fact, considerable. *Action Force II*, reduced from £7.95 to £4.95; *Driller* reduced from £14.95 to £9.95. In fact you will find that most mail-order companies offer at least one third off the price of new releases.



Are these companies unreliable? Some may have been, but they would never last long, and you should have nothing to fear from the well-established companies. I have ordered nine games from eight different companies, and I received all but one, and on the ninth occasion I got a letter of apology and my money back, plus a voucher entitling me to a further 10% discount on any order as compensation! Anyway, even if one in ten of your orders go to a corrupt company, you will see that you still save far more than you lose.

Speed of reply varies from company to company, but five of my eight games had come back within a week, and the rest had arrived before the month was over, not an altogether bad record.

Roger King, Knebworth, Hertfordshire

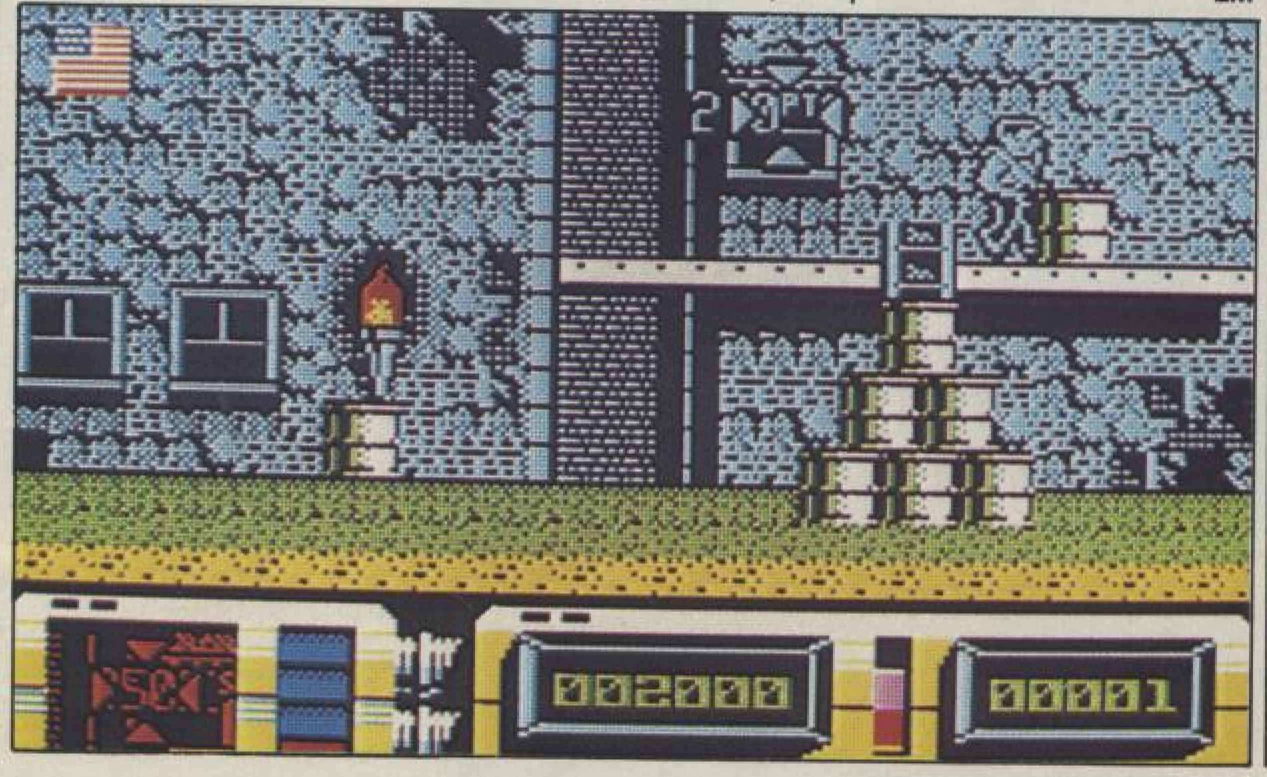
Mail-order firms used to have a terrible reputation but as you say Roger, they're getting better. One reason is that magazines like CRASH are legally responsible to make sure that mail-order companies who advertise in them don't rip off customers.

LM

UH-OH!

'Mr Scrooge' – sounds like Franco Frey to me – sent in a chart of his top five budget games which we haven't reviewed yet . . .

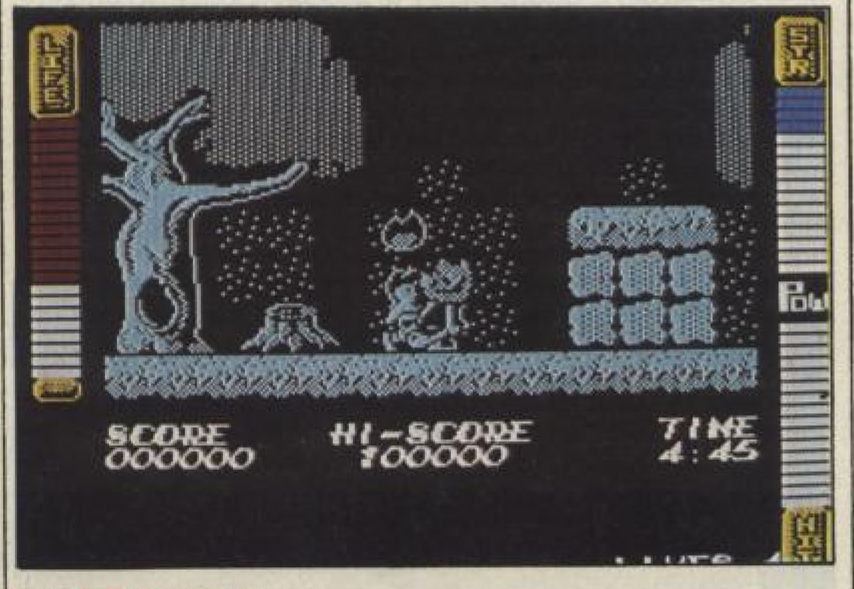
☆ **Egg Head** – Silverbird
☆ **Ninja Scooter Simulator** – Silverbird
☆ **3D Stock Car Championships** – Firebird
☆ **Beach Buggy Simulator** – Silverbird
☆ **Mr. Wino** – Silverbird





FINISHED ATHENA?

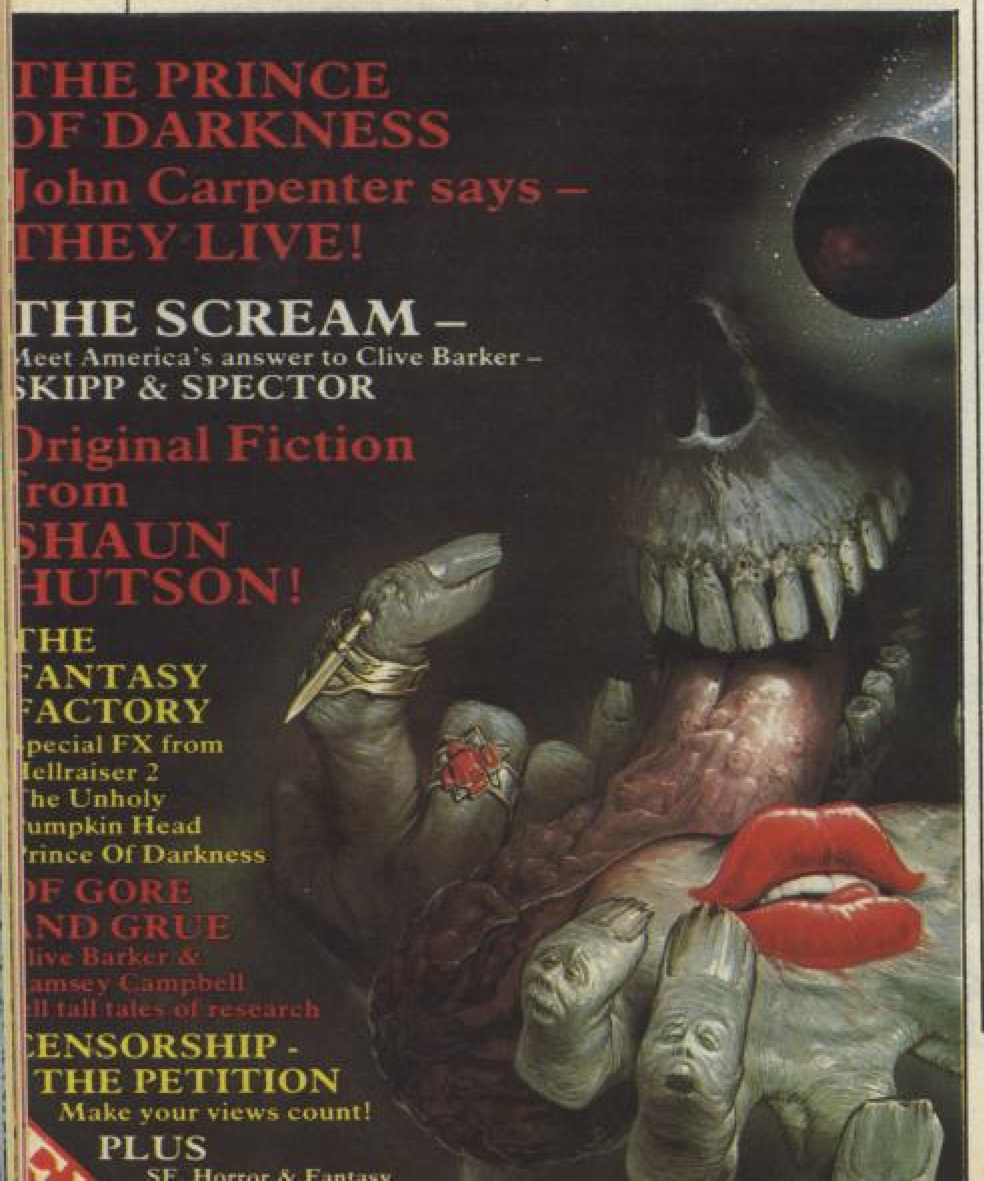
Dear Lloyd
I'm writing to find out if anyone has completed *Athena* without the aid of a POKE etc. I can reach the last level – The Lost World – but it is very long and I always run out of time.
Paul Calvert, Peterlee, County Durham



HELP!

Dear Lloyd
What on earth happened to FEAR?
Dave Bunce, Grange–Over–Sands, Cumbria

I'm too scared to tell you. No seriously – the first issue of FEAR has been on newsagents' shelves for many weeks and Them Upstairs are just finishing off the second one, full of slugs and snails and other things too disgusting to go into. (Go on – Ed.) Not all small newsagents stock it though, so try a big branch of WH Smith.
LM



A PROGRAMMER COMPLAINS

Dear Lloyd
I would like to thank CRASH for reviewing my CRL game *Cyberknights* in the June issue. I would however, like to make a few points concerning the program. Although your reviewers weren't very enthusiastic about the game, I did feel that their views were a fair reflection of the game's worth as a one-player game.

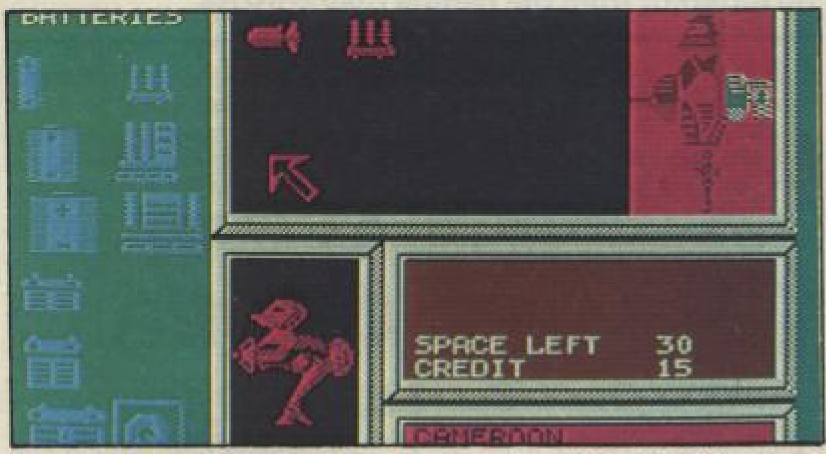
However, the game is intended for two players, with the one-player version being an introduction. I did point this out to CRL but unfortunately they saw fit not to mention it on the packaging. This being so it is hardly surprising that your reviewers chose to review it only as a one-player game.

The review also made little mention of the design program part of the package. This program is not a freebie thrown in as an afterthought, but is crucial to the concept of *Cyberknights*. I expended a great deal of effort to make sure that it would be easy and fun to use, since I envisaged it being loaded before each play session in order to design a new pair of protagonists.

Although superficially the game is about finding your opponent and blasting him, the essence of it lies in producing an effective robot design for yourself, and in discovering the correct tactics to counter the types of hardware that your opponent has chosen.

Cyberknights may not be everybody's cup of tea, but it does have a lot more to it than your review suggested. Perhaps your reviewers could try it with two players and let us know what they think.
R T Smith, Egham, Surrey

Nonsense RT, we hardly made 'little mention' of the design program – Paul and Nick both mentioned it in detail but they thought it was pointless. It may well be CRL's fault as you say, but to be fair we have to review games the way people buy them – which isn't always as the programmer intended them. Because the packaging didn't say Cyberknights **is a two-player game most people will buy it as a one-player game! And as you admit not a very good one! Better luck with your software house next time, though.**
LM



Show in September, snow in November – that's what I told grandma the other day. Not that she knew what the PC Show is, mind you, I was just trying to show her I could make up proverbs too!

I've got to keep it brief this time, or should I say I've got to keep it out of briefs and fully-clothed? The reason is, there were so many letters on the sex/ Psycho Pigs UXB**/Split Screen debate that there's not much room for the ordinary ones!**

More of those next month – in the meantime, drop me a line or 204 at:

LLOYD MANGRAM'S FORUM
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ALIEN FORCES WREAK HAVOC ON OUR PLANET. THE EARTH TORN AND BLASTED IN WHAT SEEMED THE FINAL WAR. BUT ENOUGH SURVIVED TO UPHOLD THE LAWS OF JUSTICE AND REVENGE. NOW ONE MAN MUST FACE THE FINAL ENEMY. HE IS THE VINDICATOR. ACROSS A TORTURED LANDSCAPE AGAINST INCREDIBLE ODDS HE MUST BATTLE THROUGH TO THE ENEMY STRONGHOLD, DOWN INTO MAZE LIKE CORRIDORS FILLED WITH MUTATED GUARDIANS UNTIL HE REACHES THE INNER SANCTUM OF THE DARK OVERLORD TO STRIKE THE FINAL BLOW OF RETRIBUTION. BECOME THE VINDICATOR IN THIS MULTI-SECTIONED GAME OF SURVIVAL AS STATE-OF-THE-ART GRAPHICS TAKE YOU ON THE ADVENTURE OF A LIFETIME. STRIKE BACK, BEFORE IT'S TOO LATE!
SALAMANDER
Imagine
..the name of the game
©Konami
COME AND SEE US ON STAND No 3101 THIS YEAR AT THE PERSONAL COMPUTER SHOW 14th-18th SEPTEMBER EARL'S COURT, LONDON.
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A LEGEND IN GAMES SOFTWARE



Offerings from the major software companies are few and far between at the moment. Only Rainbird keep the flag flying this month, with the topical scenario of insider-dealing. With this current lack of adventures from the larger software houses, it's fortunate that the homegrown market is going stronger than ever. Strangely enough, all three adventures reviewed this month are text-only, proving that snazzy graphics aren't always necessary. Sometimes text on its own creates a better atmosphere, leaving something to the imagination. But enough talking for now. Are you sitting comfortably? Then I'll begin . . .

CORRUPTION

Rainbird, £15.95 disk only

Set in the vicious world of high finance, *Corruption* explores a topical subject – insider-dealing. To the uninitiated, this illegal practice involves using sensitive, confidential and privileged company information to make a huge profit by buying and selling shares on the Stock Exchange. Buy when the shares are cheap and are going to rise suddenly – before a takeover bid – and sell when the shares are expected to make a sharp drop – just before a company goes bankrupt. The plot thickens with the additional shady dealings in drugs – especially cocaine – which high-powered executives snort through silver straws.

Derek Rogers has just been promoted to a full partner in the stockbroking firm of Rogers and Rogers (Rodgers the Dodgers? – Ed). Along with his new job he also gets a new office, a secretary and the obligatory BMW. But behind this respectable façade David Rogers, Derek's partner, is up to no good. The Porsche-driving David is up to his neck in corrupt deals and the Fraud Squad are onto his trail. Being of a devious and indeed sinister nature, David decides to frame his unknowing partner, Derek.

The adventure commences on the day of Derek's promotion. Your cunning colleague is already scheming behind your back, forging evidence which he intends to plant on you. Resorting to violence against this slimy reptile is of no use – hitting him results in David spouting some bad language and knocking you out! When you awaken, you find yourself in a police cell and the Fraud Squad have found the evidence to convict you for insider-dealing. Best to play it thoughtfully.

Derek's only hope is to recover the evidence to make sure that David grabs the 'wrong edge of the blade'. An air of mystery and suspense is created by the strange goings-on at the firm. There are odd substances hidden in toilet cisterns and secretaries who won't even let you use the phone (you're so well thought of that your office doesn't have one).

To aid the player in this perplexing scenario, the packaging contains many useful hints in the filofax-style documentation. This includes a helpful diary/address book, a casino gambling chip (!), and a cassette containing conversations between David and Derek. Also recorded on the cassette is some pleasant *Corruption* (not corrupted) music to listen to while you're wandering around the London streets.

As in previous Magnetic Scrolls adventures, *Corruption* features a highly sophisticated parser which is necessary for the extensive character interaction involved in proving Derek's innocence. Problems involving objects are limited mainly to the simple 'key unlocks door' type. Derek seems to be able to carry an infinite number of items, removing the all too typical problem of careful object selection. This freedom epitomises the general feel of *Corruption*, Derek has few restrictions. The real problems involve manipulating the many characters which Derek meets on his travels. Trying to extract valuable clues from them while hiding your devious intent is particularly hard.

Unfortunately, most of the people working at Rogers and Rogers are distinctly curt and unhelpful. Miss Jenkins, David's secretary, is particularly touchy and can certainly not be trusted. In fact she seems virtually illiterate and blurts out things like 'You're confusing me wiv all them big words'. (Get your LMLWD out, luv – Ed.) The only thing she knows is how to shred David's incriminating documents, whilst the only things she can file are her nails!

Success can only be achieved by being cunning and daring – search your colleagues' offices while they're out. Mind you, Derek's plight provokes much sympathy –

```
lift. The fire door to the north leads onto the first floor
and the reception is downstairs.
>
>d
Landing
The stairs from here lead down to the car park and up to
your partner's office on the first floor. The only other
exit is the fire door to the north which leads to the
reception.
>d
Car Park
The low ceiling here is supported by pillars which have
a habit of scratching cars indiscriminately. A ramp leads
west to street level and the main office building can be
reached by using the lift or going up a flight of stairs.
There is a BMW, a Volvo and a Porsche here
>exam bmw
I don't understand exam
>examine the bmw
Some jealous vandal has scratched the door of your BMW.
Fortunately, the scratches match the ones sustained
during this morning's parking effort.
>
```



even his bitchy wife is having an affair with David, and now she wants a divorce. (It doesn't rain, it pours – Ed.) The poor guy can't win! With the sinister scenario it's a relief that the odd bit of humour is present: in the hospital TV room there's even a teddy bear named Boris, with a stethoscope (could come in useful?) round his neck!(?)

Corruption is a deep and intriguing adventure. Although the Spectrum version lacks the graphics of those on other machines, it loses nothing in atmospheric qualities. The modern setting also makes a refreshing change from the usual diet of mythical scenarios – an extremely professional package which might prove a little too difficult for novices. With so few adventures around, this has got to be one for the adventure alcove.

Overall 85%

DOUBLE AGENT

Tartan Software, £3.95

A starship has been sent to the planet Marego to defeat the invading rebels who bring with them a precious power crystal. This crystal (so powerful it has to be stored under oil!) is gradually polluting the life-supporting atmosphere. Unfortunately, the exploration team were attacked by rebels – two escaped, though. These two agents (controlled from the mothership via inbuilt communicators) must recover the crystal and bring back some seaside, ummm, geological rock and water samples.

The top of the screen is split in two – half for each independent agent. Each is controlled using simple verb/noun commands (the instructions state that the agents were brainwashed and can now only understand simple orders – how convenient!). Control is automatically switched to the other agent after one has moved, but this can be effectively switched off by telling one agent to WAIT.

The concept of having two agents is not simply a gimmick, each has different attributes. Agent One is strong but can't understand a word of the local lingo, so he's unable to read signs etc. On the other hand, Agent Two is more of an intellectual, but hardly Arnold Schwarzenegger!

Firstly, you must get both agents together to help each other. This is made difficult by an obstructing blank door as well as each agent having problems that the other could easily solve (if only he were there). For example, Agent One can find a computer but is unable to operate 'the confounded contraption', let alone read the words on the screen. A great deal of lateral thinking is needed to solve some of the perplexing puzzles. To aid progress in this difficult enviroment, a useful RAMSAVE option is included, as well as the standard tape SAVE.

All this exercising of the old grey matter might get a bit much if it wasn't for the little snippets of humour. The agents reply with such classics as 'You're having me on' and 'You're winding me up', and help to give themselves some personality.

The display is well laid out and clear. Location descriptions are kept short but contain everything you need to know, while all objects can be examined. *Double Agent* is an innovative piece of homegrown software featuring some intriguing interaction between the two agents. An extra bonus is the very witty (terribly corny) *Escape* on the flip side. This simply involves escaping from a prison cell with the help of a friendly wizard and a genie. It's quickly solved, as plenty of hints are given in the text. But it's funny, and a nice freebie to complement the difficult, main text-only adventure.

And if this isn't enough value for money, Tartan Software are also offering a £50 prize for the sender of the shortest solution to *Double Agent*. Get cracking, the closing date is November 30 . . .

Double Agent is available from *Tartan Software, 61 Bailie Norrie Crescent, MONTROSE, Angus, Scotland DD10 9DT.*

Overall 81%




```
The track continues into the
distance and all around you hear
the creaks and croaks of native
creatures making it sound more
like Africa than a fantasy land.
 Above your head you see a huge
bird like creature swoop down
letting out a loud squark and
casting a huge shaddow over the
track.
EXITS:E,W.
 I can also see:-
 AN EMERALD
 A PRECIOUS STONE HOLDER.
 A PEN.
```

THE ANAMAGON'S TEMPLE

Mediandroid, £1.99

This is the sequel to *The Fantasy* (Issue 43, 49%) and like its predecessor, is text-only. In *The Fantasy* the hero began his search for his missing father, who you'll remember was being held captive (quite why, we weren't told) by a large creature called the Anamagon, living in the Anamagon's temple. (Well, where else would he live? – Ed.) The hero began his quest in the present-day world but soon found (and subsequently travelled through) a time corridor to a weird world. This strange land was conquered to allow entry into the Anamagon's Kingdom.

The sequel starts in the heart of a thick, leafy forest. The adventurer initially carries only an amulet and some wine – not much to show for after all the trouble he's already been through. This seems to be a dangerous place; when only a couple of moves can result in falling into a mantrap, chewing up your foot quite badly. However, subsequent visits to the same location bring up exactly the same message as the first time. As the injury is both unavoidable and has no effect whatsoever on your progress, it all seems quite pointless.

Indeed, most of the locations in the forest are empty and the only course for progress is to travel east, where a bag can be found. When examined, it reveals its contents: an emerald, a pen and a precious stone holder. Irritatingly, these items must be picked up individually, as the simple, verb/noun parser doesn't recognise the word ALL. Even more annoying is that if the bag is re-examined, the three items are automatically dropped again and the program stupidly assumes you've just found them again!

There are loads of bugs and worse still, as in the prequel, the lengthy descriptions are absolutely littered with both spelling mistakes and missing words. OK, so one or two typing errors are present in most adventures, but here mistakes appear in virtually every location – even the instructions to the game manage to misspell 'weird' (as wierd). (So whot, we all mike mistokes – Od.)

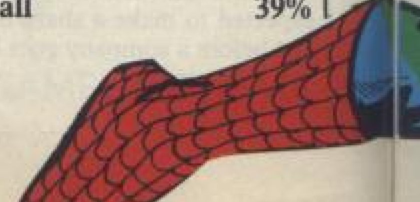
However, the main problem with *The Anamagon's Temple* is not technical; it's the lack of any atmosphere created by clichéd descriptions and shallowness of interaction. Most surprising is the non-recognition of the virtually universal LOOK command, SEARCH is also not catered for. Therefore, if there are any objects in a particular location (which there usually aren't), they are automatically found without having to search for them (boring). Even the EXAMINE command gives a fixed and usually superficial description. HELP brings up one of a handful of fixed messages (not much *help*, really).

So what we have here is an essentially linear set of problems, where the difficulty in solving them is in finding the correct word. For instance, when trying to cut open a fish, neither CUT FISH (!) nor USE KNIFE (!) works – only entering the rather strange-sounding OPEN FISH (!?!) does the trick. This sort of word-finding problem was commonplace in the earliest adventures and frustrating enough then!

The Anamagon's Temple resembles a very early, amateur adventure, with its standard character set on a perpetually yellow background. Littered with bugs, it fails to improve on its equally poor prequel. As such, it isn't recommended. Even at the small price there are far more entertaining budget adventures available.

The Anamagon's Temple can be bought directly from *Mediandroid, c/o 285 Melchett Road, Birmingham Factory Centre, King's Norton, BIRMINGHAM B30 3HN.*

Overall 39%







THE BIG SLEAZE

MARTIN MCCARTHY wants to know the complete list of places he can drive to. He also wants to know what to do with the fishing net. (Go fishing? – Ed.)

Part One: *The Office, The Police Station, Ben Durr's Place, Joe's Place and 21st St.*
Part Two: *Central Manhattan and Central Park.*
Part Three: *Home, Chinatown, Brooklyn Heights, Kenmare St and Battery Island.*

The net is used to catch the whale near the bridge in Part Two.

THE PAWN

ANDREW BARNES can't get to the magician's workshop without being eaten by the dragon or killed by the magician.

In the chamber, SHINE WHITE AT SHADOWS. When the dragon is squinting, POINT AT SHADOWS and he will see the hobbits.

You can now proceed to the workshop where the wizard stares at you. Throw the potion bottle at Kronos and press the nozzle to kill the wizard.

ZZZZ

STEVEN BAILEY would like to know how to get the bucket out of the sand.

Get the spade, dig in the sand and lift the bucket. (Obvious! – Ed.)

CUSTERD'S QUEST

JAMES COYLE is stuck in this popular and humorous adventure, and wants to know where to throw the bomb, axe and photo.

Throw the bomb at the door in the tower to allow entry to the necromancer's study. Then throw the axe to cut the chandelier; this falls onto the necromancer, trapping him. Now DROP the photo to complete the game.

PLAY IT AGAIN, SAM

MICHAEL BUCK can't think what to say to Gloria Guest when she enters the room, sits down and starts crying. (Ahh.)

The answer is simply, SAY YES, she then gives you 200 dollars and an old envelope.

BORED OF THE RINGS

JEREMY BENNETT is stuck in a tree in the forest and wants to know how to get out.

Just CALL or SHOUT HELP and Tom will come to the rescue. (Good ol' Tom – Ed.)

SPIDERMAN the MAP

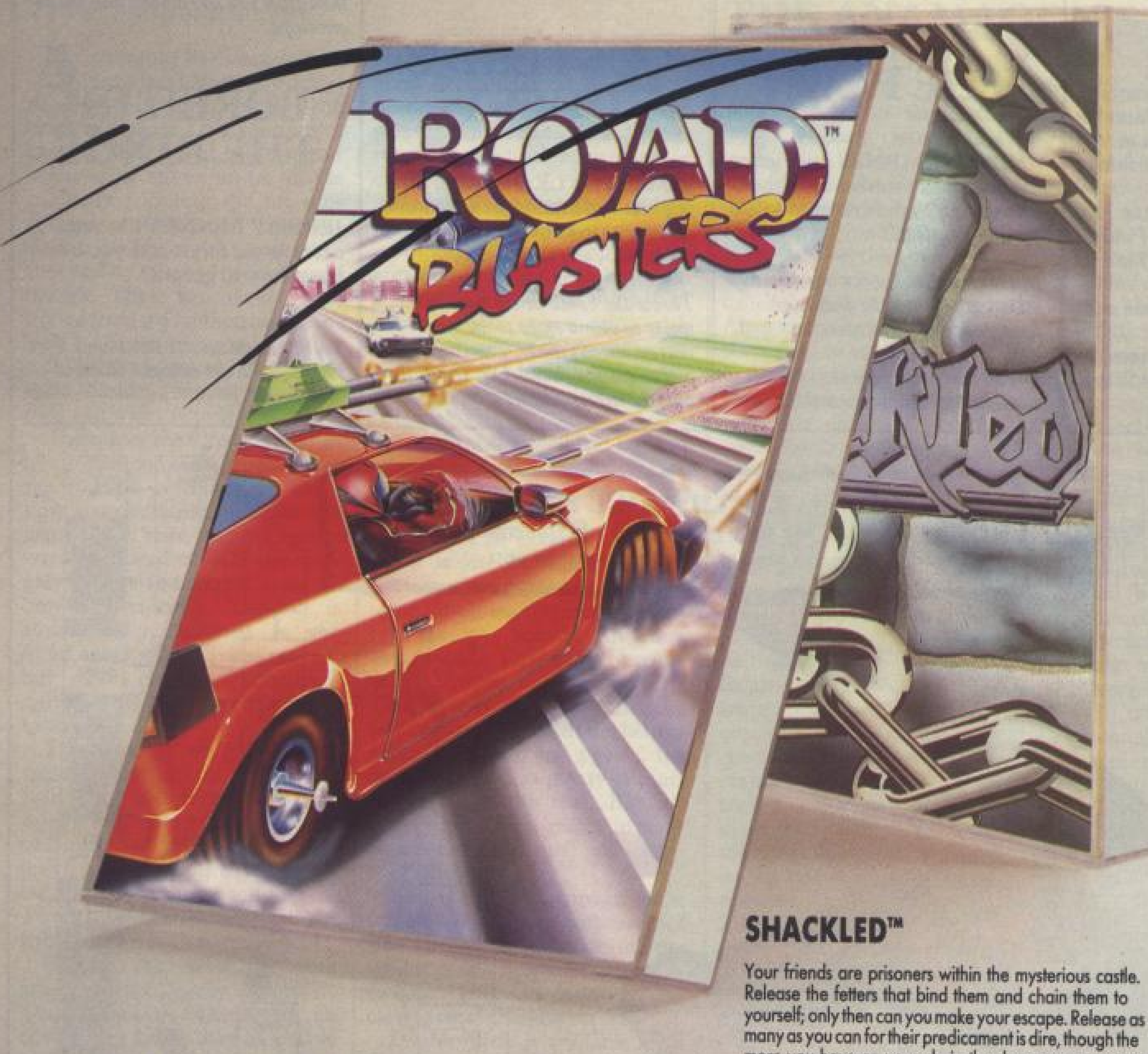
Many thanks go to KHALID JAMIL of Dollis Hill, LONDON NW2 6LA for this great map of *Spiderman*. The best wishes of Princess Ziare are on their way to you . . .

PENTHOUSE
LIFT SHAFT
LAB
COMPUTER ROOM
HALL
WAITING ROOM
LIFT SHAFT
OFFICE
OFFICE
SIDE OF SKYSCRAPER
HALL
LIFT SHAFT
DOWN
GO ROOF
MAZE
OFFICE
CEILING MESH
DOWN
MAZE
FAN
MADAME WEB
DOWN
MAZE
OFFICE BIO-GEM
HALL WAY
OFFICE
DOWN
MAZE
OFFICE CRIB SANDMAN
HALL WAY START
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DOWN
MAZE
OFFICE LIZARD (CONNERS)
DOWN
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...Fall for one of our games

Once you have experienced the superior graphics, superb
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Finish your Smokey Bacon crisps and get your teeth into this meaty pork pie of a game. When the referee's whistle blows, its trotters to the ground in the intergalactic pig-sty as you take on a group of pigs all wishing to avoid this Sunday's dinner table. Pick up bombs and throw them at your opponents before they make sausage meat out of you.

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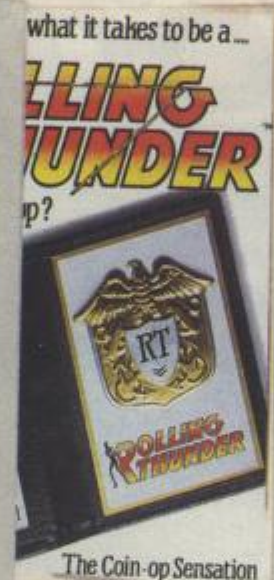
U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388

NO EFFECT...
the rest will be irresistible

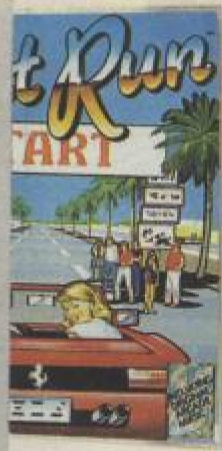
sound and unmatched playability of our games
in an effort to get the rest...















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A Kaleidoscope of Psychological Warfare – The life forms of three prestigious government officials have been captured by the dreaded Dream Demon. He now has the vital information to formulate his evil plans. Overcome the two headed monster, the Demi Demons and the final confrontation with the Dream Demon himself and then only you, the DREAM WARRIOR, can save the world.

CBM 64/128
Cassette **£9.99**
Disk **£11.99**
Spectrum
Cassette **£8.99**
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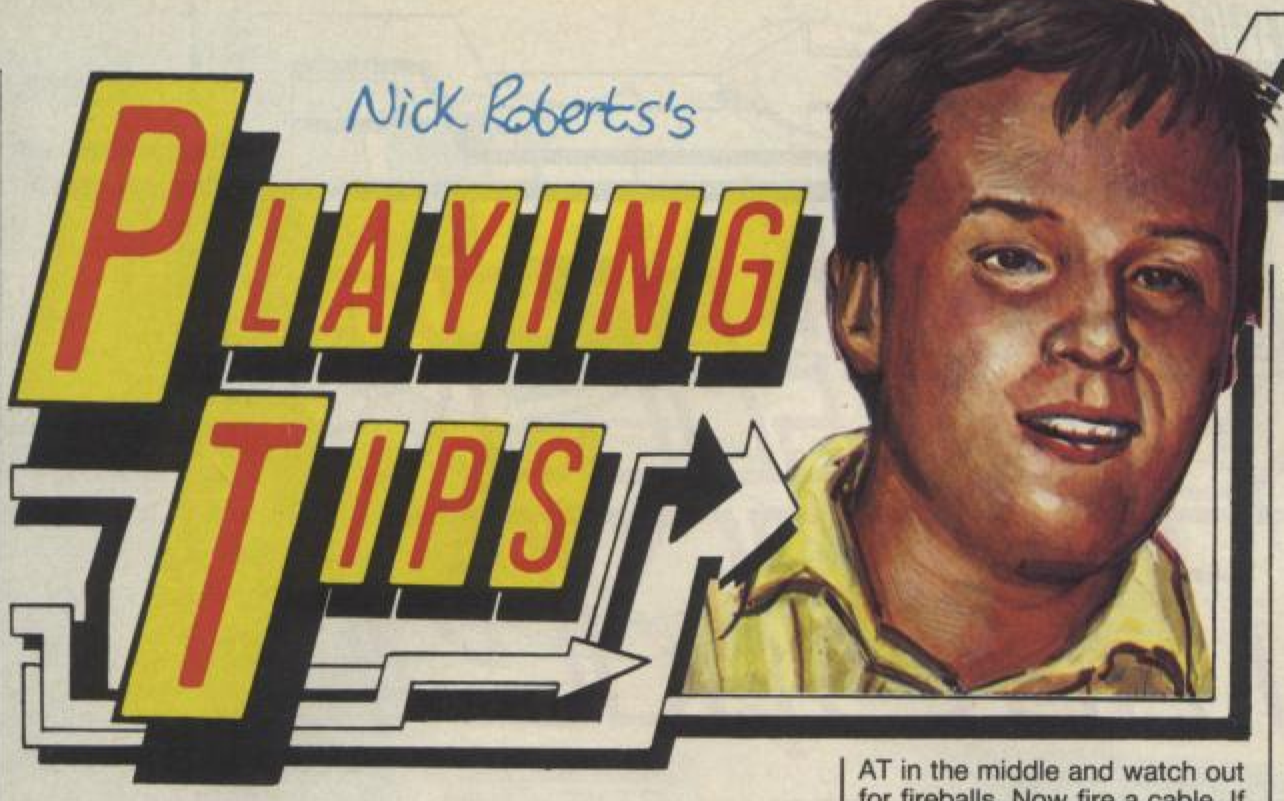
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JOIN THE THALAMUS Gold Rush – BRAINSTORMER COMPETITION. See inside.



Hello, good evening, and welcome once again to a scorcher of a Playing Tips section. (It may not be very hot where you are, but in Ludlow it's blistering – looking at the picture of me in last month's CRASH, I seem to have a bit of a suntan.) Here in Tip City, October promises to be a bit quieter than September. All the fun and excitement of the PC Show is over (I haven't actually gone yet, but it'll be over by the time you read this!) and we've got to settle back down to the boring, old day-to-day routine again.

In the next few months I've got a few things up my sleeve to make life interesting for all you fun-loving tipsters. (No, it's not a free case of Diet Lilt and a year's supply of pizzas.) As you should all know by now there will be a bumper Tips Special in the Christmas Issue. More POKEs, tips and maps than any humanoid could possibly take in one go. They should last you over the jolly (!) period of Christmas (mmm, the thought of all that Christmas Pudding is making me weak at the knees) and help you with all those software pressies you're bound to receive.

I've also managed to get my hands on the country's top hackers, and they'll be bringing you more POKEs on all the new games around. So don't look so blue, you know what to do, get every single copy of CRASH for the rest of your life (well, at least till the year 2000). There's plenty to look forward to in the forthcoming months . . .

This issue I've got everything you ever wanted to know about *Dark Side* but were afraid to ask. Plus not one, not two but three hack attacks from Britain's top POKEsters. The Howdon Hackers are back! The Industrious Hackers are here again! And those frying-pan makers, The Tefal Men, are getting you all the vital code on those crucial budget games!

I would say, 'Thanks to everyone that visited the Newsfield stand at the PC Show, it was great to see what you all look like in the flesh and I hope to see you all again next year', but I haven't actually been yet. I hope I get (or should that be *got*) loads of Debbie 'fwor' Gibson posters . . .

But for now – here's the tips . . .

EMPIRE GOES ON STRIKE!

A Crystal Palace supporter (not as good as Leicester City, according to our resident footy player, Fearless Phil!) from Biggin Hill, Simon Clarke, **has sent in these tips to help Luke Skywalker lookalikes get further in Domark's** ***The Empire Strikes Back.***

Level One
The Probots
If you see a probot in the corner of the screen, go straight to it, firing at its top. This will destroy it and also destroy any transmissions that it may give out – thus giving you more time. Try to destroy as many as possible for a JEDI bonus.

Level Two
The Walkers
Manoeuvre your snowspeeder so that the AT-AT is in the middle of your view. Try to keep the AT-AT in the middle and watch out for fireballs. Now fire a cable. If you get it right, you will destroy the AT-AT. You can also destroy them and the AT-STs by shooting at their eyes. For an extra bonus fly underneath the AT-AT's legs.

Level Three
The TIE Fighters
Not much strategy here, just shoot as many TIEs as possible! Though watch out for them fireballs in the corner of the screen. Shoot five TIEs for a JEDI bonus.

Level Four
The Asteroids
This is a piece of cake. Just hold down the left button; go up if there's an asteroid coming below, go down if they are above you. Using this method you should be able to get through it without even a shave!

DINOSAURS, NATIVES AND CHICKEN LEGS!

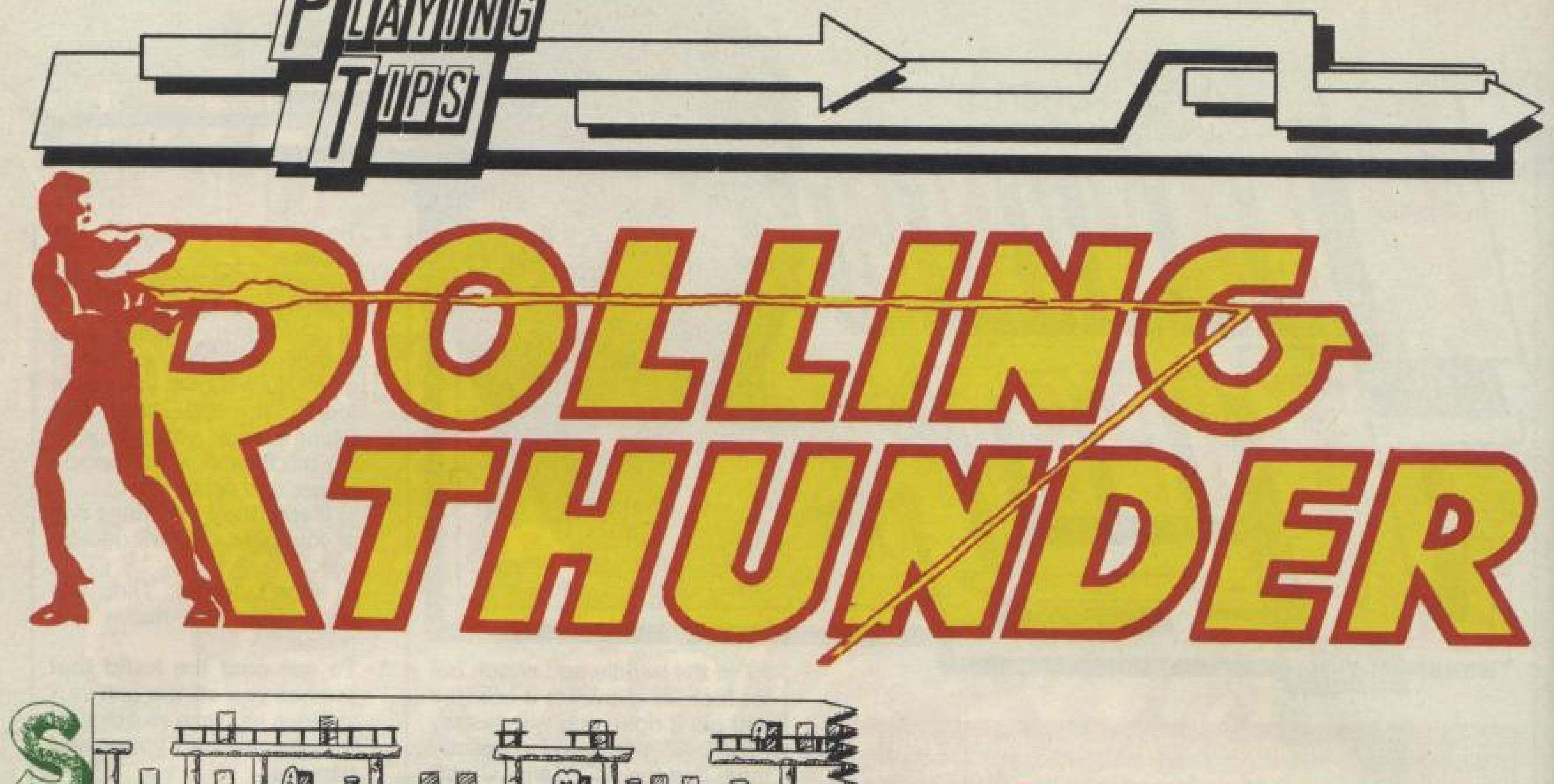
You probably can't tell by the heading (many a true word is spoken in jest – Ed) but here are some tips for Ocean's 3-D adventure ***Where Time Stood Still.*** **Danny Fox from Warwick has sent them in to help you get friendly with the natives. Try giving them your £40 of software and see what they do Danny! Somewhere in this issue there's also a map of this great game. (Or then again, perhaps there ain't, you know what those Art people are like!)**

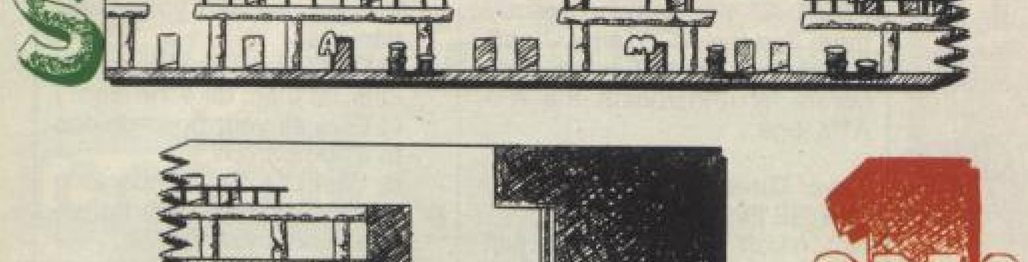
1 **Remember to take the bag so you can carry four extra objects.**

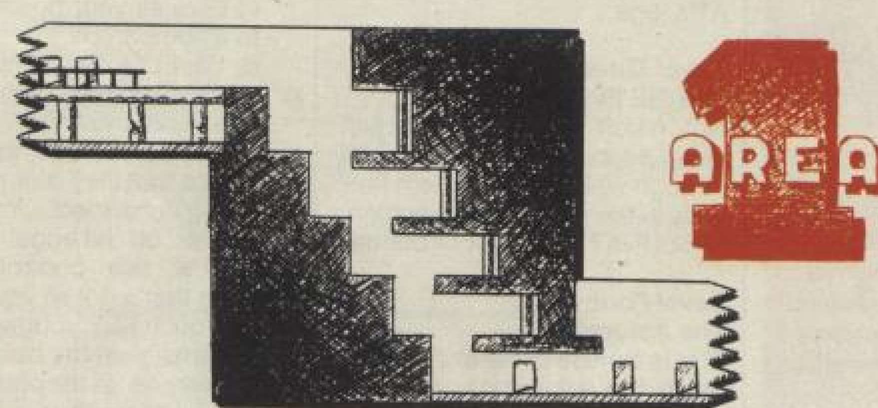
2 **To make friends with the natives . . .**
a) Don't shoot any. (Good thinking! – Ed.)
b) Go to the native who stands still and exchange gifts. He will give you some food. If you exchange Gloria's sack, you will get a leg of chicken which boosts power and score.
c) If you don't exchange one of your gifts, they will declare war.
d) Don't forget, Dirk can understand the native language.

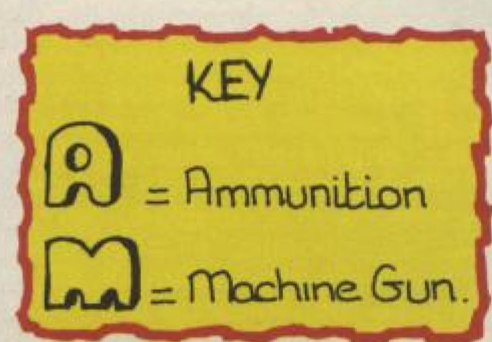
3 **To get past the hand that pushes you off the cliff . . .**
a) Move as close as possible to the hole with your companions.
b) Don't block your companions, let them take the lead.
c) Give all your possessions to a companion.
d) Wait till your companions make their own way home, you're not moving.
e) Follow your companions. Notice that they walk past the hole unharmed! You get pushed off the edge!
f) Now, take control of the chap that's got all your stuff.
g) You'll find yourself by a waterfall past the hole.
h) Carry on up the path but be careful, there are a mixture of deadly animals and a bunch of unfriendly natives.
i) If you go north you come to a cave with some nutritious food in it. Don't go too far into the cave.
j) The most sensible route is to go east. After some searching you will come across another village! Get out of this as fast as you can by running north.
k) Keep close to the edge, but not that close!
l) Wow! A sacred building. This is a place of ultimate safety. Nobody comes here. On it are two flashing balls. You can take one of these, although I haven't found much of a use for it.
m) Further north is a dinosaur's cave, so keep away!
n) Remember not to fight more than three natives, you'll be vastly out-numbered (and they're pretty useful with their spears).
o) To the east, there is a forest with mini dinosaurs in it. They're just as deadly as the larger ones.

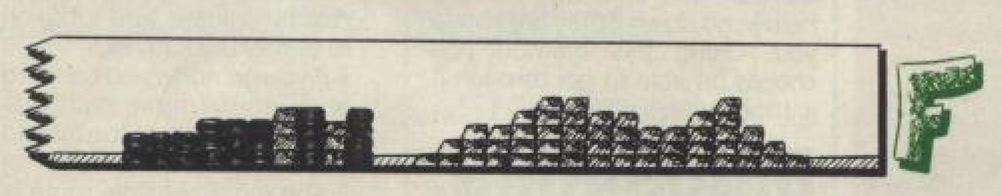
4 **Dealing with the swamp . . .**
a) Basically, find the correct route and don't stop. (Hmmph, very useful! – Ed.)



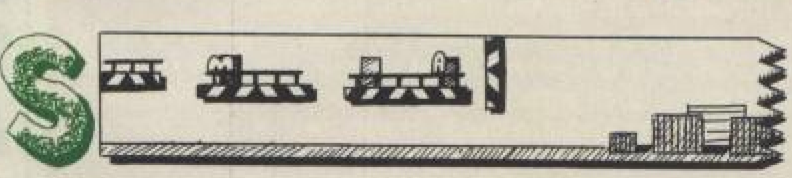


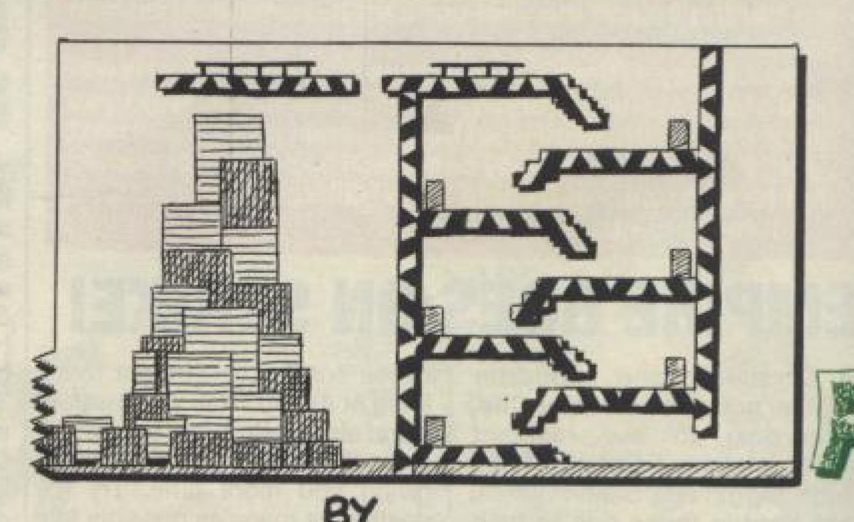




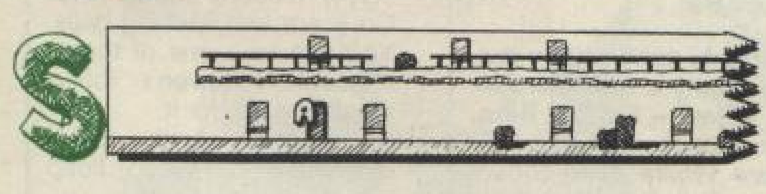


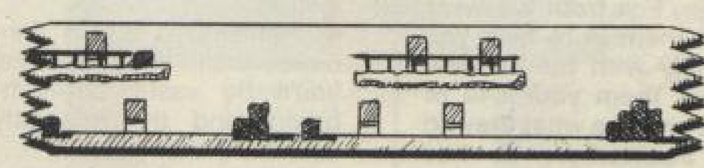


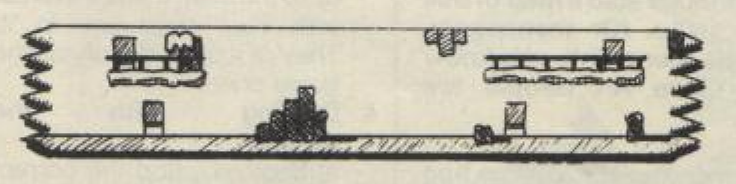


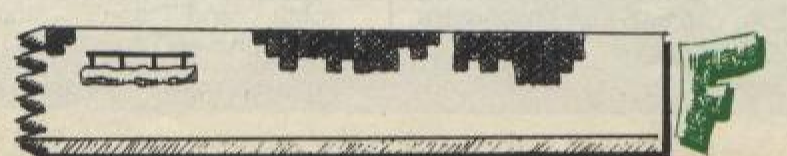












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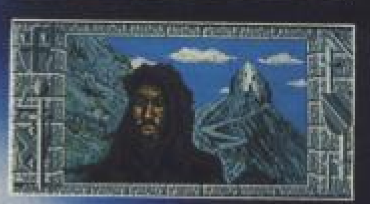
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Screen shots from Atari ST version







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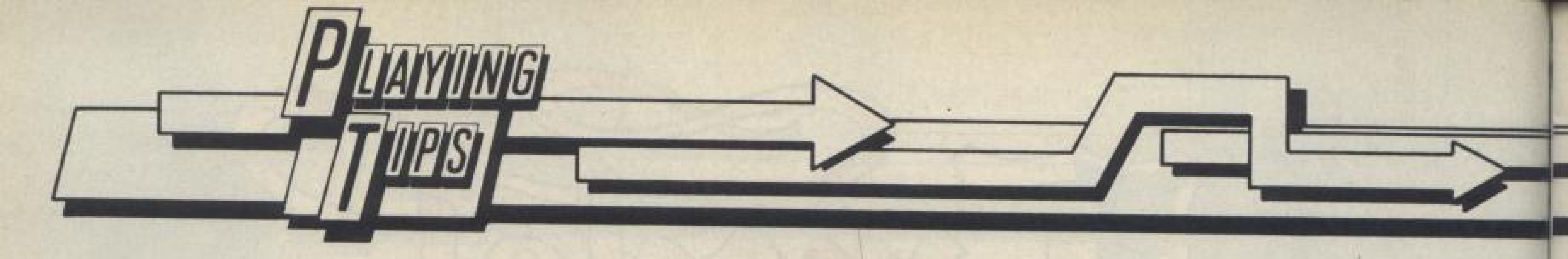
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OUT OF THE DARKNESS

Like *Driller*, the latest Freescape game from Incentive, *Dark Side*, has been well tipped and mapped. It has been terribly difficult to choose what to print but I finally decided on these tips from John McGlynn **of Warrington and a triffic map from** Stuart Ferris **of Kilmarnock. Stuart gets £40 worth of software for his cartographic skills.**

Regulus
Shoot door on building and enter.

Ganymede Store
Run into pillars 17 times each to build up fuel for the jetpack. Run into white hexagon on wall 23 times to build up shield. Enter next room through small doorway (on right hand wall as you enter store). Run into pillar 17 times for more fuel. Shoot axe on wall till it chops (this opens a trap door later on). Exit store. Shoot square block to south-east of wall (from the doorway of the store) and the wall will disappear. Switch on jetpack, rise and move north.

Sirius
Shoot ECD nearest centre of sector to disable it. Turn west, shoot plexor three times and it will break up. Shoot rectangle above door till it moves by itself, the door will disappear. Move south and go through Regulus Sector to enter The Light Side. Turn right as compass is malfunctioning.

Triton
Shoot three ECDs from right to left about turn and enter The Light Side. Go straight across and enter Monoceros. Go straight through.

Fomalhaut
Shoot ECD to the east then go south.

Monoceros
Shoot ECD to the east then continue south to The Light Side, turn left.

Antares
Shoot ECDs to the right and left then continue north.

Titania
Shoot nearest ECD then drop down and switch off jetpack. Move south.

Antares
Shoot last ECD in this sector and move north, enter Titania Sector and move east.

Oberon
Shoot both ECDs from right to left then move west.

Titania
Shoot nearest ECD and move north.

Nereicl
Move west till at approximate coordinates 0071x/2503Y then face north-east. You should just be able to see and disable the ECD behind the wall. Move south.

Titania
Shoot remaining active ECD then move west.

ID Confinement
Get telepod crystal two in this room then face the door. Shoot the black rectangles in boxes either side of the door five times each to open the door. Go through.

Equator Tunnel
Move east to the next section of the tunnel, look up at centre and position yourself under the hole in the roof. Switch on the jetpack and go up. Move forward and switch the jetpack off.

Umbriel
Turn east, shoot ECD and powerporter on top of pillar (this is what put you in confinement). Turn east and shoot next ECD. Face west and shoot powerporter on top of pillar, move west.

Formalhaut
Shoot ECD farthest away then move south.

Monoceros
Shoot remaining active ECD in this sector and continue south.

The Light Side
Shoot both ECDs and return the same way as you entered to Monoceros. Go straight through to Formalhaut then move west.

Procyon
Shoot powerporter opposite you. Stay to the left or right of this sector and move west.

Sirius
Shoot the remaining active ECD in this sector and return the same way as you entered to Procyon Sector. Stay to the left or right and move east.

Formalhaut
Shoot remaining active ECD then move north.

Pollux
Shoot ECD (ECD power should now be 4%) move south to Formalhaut, turn west and move straight through Procyon Sector.

Sirius
Shoot square block beside low building and a doorway will appear. Enter doorway to Callisto Store. Run into pillar and shape on wall for fuel and shield replenishment. Exit store. Switch on jetpack and rise. Land on Callisto Store roof and switch off jetpack. Drop through hole in roof.

Callisto Store
When in room rotate through 360°, if you don't see anything switch on the jetpack. Rise and fall again and rotate when back in the room. Shoot square shape that is in the room. Rise to exit. When out of room, turn west, move forward and drop to floor. Switch jetpack off and enter doorway on large building.

Canopus Walkway
About turn to face door. Switch on jetpack and rise. Hit shape on wall 23 times to replenish shield. Now about turn and move forward, drop slightly and get telepod crystal one, continue forward and hit pillar to replenish fuel. Move forward and drop down to the ground. Switch off jetpack and go through door.

Ganymede
Turn south and shoot pillar beside plexor. Move south till you see doorway on the left. Go through door.

Iapetus
Move east towards centre then use jetpack to cross drop in centre. Go to opposite side of building on right and shoot block on wall, a doorway will appear (!). Enter doorway and hit pillars to get fuel to maximum. If shield needs replenishing hit shapes on wall, then exit. Switch on jetpack and face doorway at opposite end of building. Move towards it and enter. Switch off jetpack and turn right. Shoot powerporter on right. Move to the Umbriel Sector.

Umbriel
Find hole in centre of this sector and drop through.

Equator Tunnel
Go west and continue till you find a corridor with three lights hanging from the roof. Shoot the middle light cord. When the light drops switch on the jetpack, rise and hit dropped light to collect telepod crystal four. Switch off jetpack, continue west to next corridor and go through hole in roof. Go to the Sirius Sector and then go north.

Psyche
Enter telepod. Shoot left crystal and exit telepod.

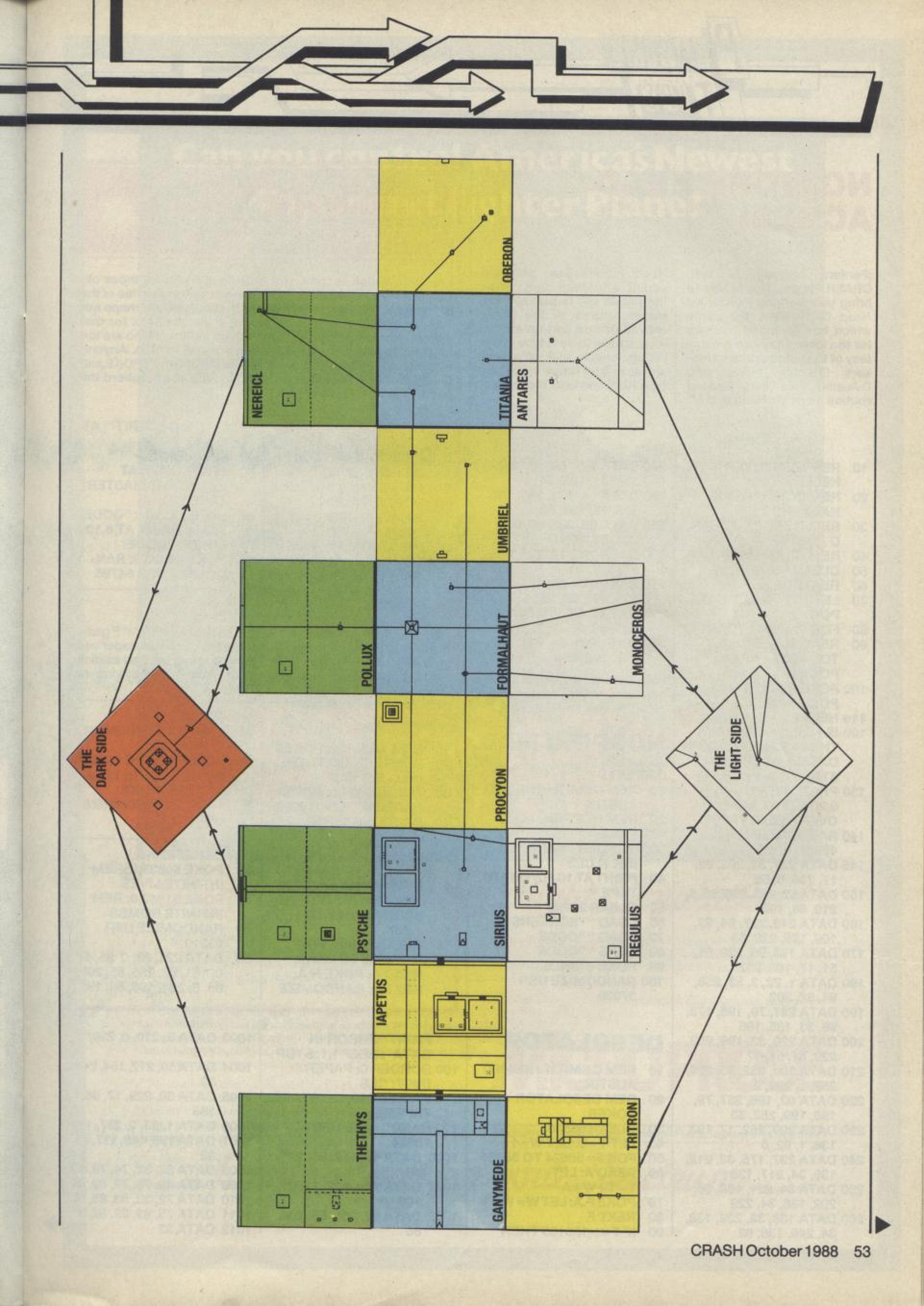
Thetys
Collect third telepod crystal, switch on jetpack, rise and run into black shape on wall. Fall and switch off the jetpack, re-enter telepod. Shoot second crystal from the right and exit telepod.

Pollux
Switch on jetpack, rise and hit black shape on wall. Fall and switch off the jetpack. Re-enter telepod. Shoot right crystal and exit telepod.

Nereicl
Switch on jetpack, rise and hit black shape on the wall, fall, switch off jetpack. If fuel is needed, run into pillar beside disabled ECD. Re-enter telepod and shoot second crystal from left, exit telepod.

Psyche
Switch on jetpack, rise and hit black shape on the wall (not large black rectangle), fall and switch off the jetpack. Large double doors will now be open. Go through the doors.

The Dark Side
Shoot big mama ECD to complete the game. Congratulations, you are the biggest cheat I've ever seen!


THE DARK SIDE
NEREICL
OBERON
TITANIA
ANTARES
UMBRIEL
POLLUX
FORMALHAUT
MONOCEROS
PROCYON
PSYCHE
SIRIUS
REGULUS
IAPETUS
THETHYS
GANYMEDE
TRITRON
THE LIGHT SIDE

NO MORE HEAD ACHES!

(Fanfare please!) At last, CRASH Playing Tips is able to bring you working POKEs for *Head Over Heels*, the game which has stumped hackers for too long. They come courtesy of those Industrious Hackers C Smith, J Bean and D Austin. This very special routine gives Mr Head and Mr Heels infinite lives plus the added attraction that when the pause key is pressed the player returns to the game with all shields, springs etc on. All you have to do is type in the listing, check that all's well and save it for future use. Then type RUN and load the game.

```
10  REM HEAD OVER
    HEELS
20  REM INDUSTRIOUS
    HACKERS
30  REM C SMITH, J BEAN,
    D AUSTIN
40  REM CRASH 1988
50  CLEAR 65535
60  RESTORE
70  LET TOT=0: LET HAX-
    POC=2
80  FOR F=49984 TO 50142
90  READ A: LET
    TOT=TOT+HAX-
    POC*A
100 POKE F,A: LET HAX-
    POC=HAXPOC+1
110 NEXT F
120 IF TOT<>1658014
    THEN PRINT"ERROR IN
    DATA!": BEEP 1,1:
    STOP
130 PRINT #1; AT
    0,3;"START HEAD
    OVER HEELS TAPE"
140 RANDOMIZE USR
    49984
145 DATA 221, 33, 203, 92,
    17, 234, 6, 55
150 DATA 62, 255, 205, 86, 5,
    210, 64, 195
160 DATA 243, 237, 94, 33,
    109, 195, 229, 33
170 DATA 173, 98, 229, 51,
    51, 17, 163, 252
180 DATA 1, 22, 3, 33, 253,
    94, 62, 202
190 DATA 237, 79, 195, 173,
    98, 33, 135, 195
200 DATA 229, 33, 199, 252,
    229, 51, 51, 17
210 DATA 209, 252, 33, 209,
    252, 1, 232, 2
220 DATA 62, 196, 237, 79,
    195, 199, 252, 33
230 DATA 209, 252, 17, 193,
    138, 1, 92, 0
240 DATA 237, 176, 33, 212,
    138, 34, 217, 138
250 DATA 34, 221, 138, 33,
    202, 138, 34, 229
260 DATA 138, 33, 239, 138,
    34, 249, 138, 62
270 DATA 195, 50, 13, 139,
    33, 181, 195, 34
280 DATA 14, 139, 195, 193,
    138, 62, 195, 50
290 DATA 96, 255, 49, 0, 0,
    243, 33, 208
300 DATA 195, 17, 224, 255,
    1, 16, 0, 237
310 DATA 176, 33, 224, 255,
    229, 195, 59, 255
320 DATA 0, 62, 119, 50, 222,
    137, 33, 0
330 DATA 201, 34, 241, 112,
    195, 106, 255
```

Also from the Industrious Hackers are these routines for *Hopping Mad* and *Desolator*.

HOPPING MAD, GRR!

```
10  REM C SMITH J BEAN D
    AUSTIN
20  REM HOPPING MAD
    POKE
30  BORDER 0: PAPER 0:
    INK 7: CLS
40  PRINT AT 10,10;"START
    TAPE"
50  CLEAR 24999
60  LOAD ""SCREEN$
70  LOAD ""CODE
80  LOAD ""CODE
90  POKE 41968,0
100 RANDOMIZE USR
    37000
```

DESOLATOR

```
10  REM C SMITH J BEAN D
    AUSTIN
20  REM DESOLATOR
    POKES
30  CLEAR 65535
40  LET T=0: LET W=1
50  FOR F=58624 TO 58684
60  READ A: LET
    T=T+W*A
70  POKE F,A: LET W=W+1
80  NEXT F
90  IF T<>156165 THEN
    PRINT "ERROR IN
    DATA": BEEP 1,1: STOP
100 BORDER 0: PAPER 0:
    INK 7: CLS
110 PRINT AT 10,10;"START
    TAPE"
120 RANDOMIZE USR
    58624
1000 DATA 49, 112, 95, 221,
     33
1001 DATA 148, 117, 17, 61,
     108
1002 DATA 62, 255, 55, 205,
     86
1003 DATA 5, 210, 0, 229,
     175
1004 DATA 50, 212, 154, 243,
     33
1005 DATA 38, 229, 17, 96,
     188
1006 DATA 1, 23, 0, 237, 176
1007 DATA 195, 148, 117, 32,
     32
1008 DATA 32, 32, 74, 79, 78
1009 DATA 32, 78, 79, 82, 84
1010 DATA 72, 32, 83, 85, 67
1011 DATA 75, 83, 32, 32, 32
1012 DATA 32
```

FLASHBACK

I really love this section. Not only does it give all those old games a new lease of life, it also brings back memories of the olden days (y'know, before sliced bread – well, perhaps not that far back!). This month I've got a classic hack for that crazy car chase *Turbo Esprit*. For all you out there who are too chicken to play *Chuckie Egg* there's some POKEs. Anyone who can remember *Tremor* will find help from my (!) POKE and finally there's a neat little program to help you bombard the baddies in *Who Dares Wins II*.

TURBO ESPRIT

```
4   REM TURBO ESPRIT
    INFINITE LIVES
5   REM BY NEIL HUGHES
10  BORDER 0: INK 7:
    PAPER 0: CLS: CLEAR
    26624
20  PRINT AT 8,10;"POKE
    FOR"
30  PRINT #0; TAB 8;
    "TURBO ESPRIT"; AT
    14,0
40  PAUSE 30
50  PRINT INK 4; AT
    3,6;"START MASTER
    TAPE"
60  INK 0: LOAD ""CODE
    16384: PRINT AT 6,10:
    LOAD ""CODE
70  POKE 29893,0: RAN-
    DOMIZE USR 64785
```

CHUCKIE EGG

Harry Henshaw has asked for POKEs on this classic A 'n' F game from Issue 2! Well what you do is MERGE "" the basic loader and type POKE 24501,195: GO TO 1. When the game has finished loading type POKE 42837,0: RANDOMIZE USR 42000. You should now have infinite lives.

TREMOR

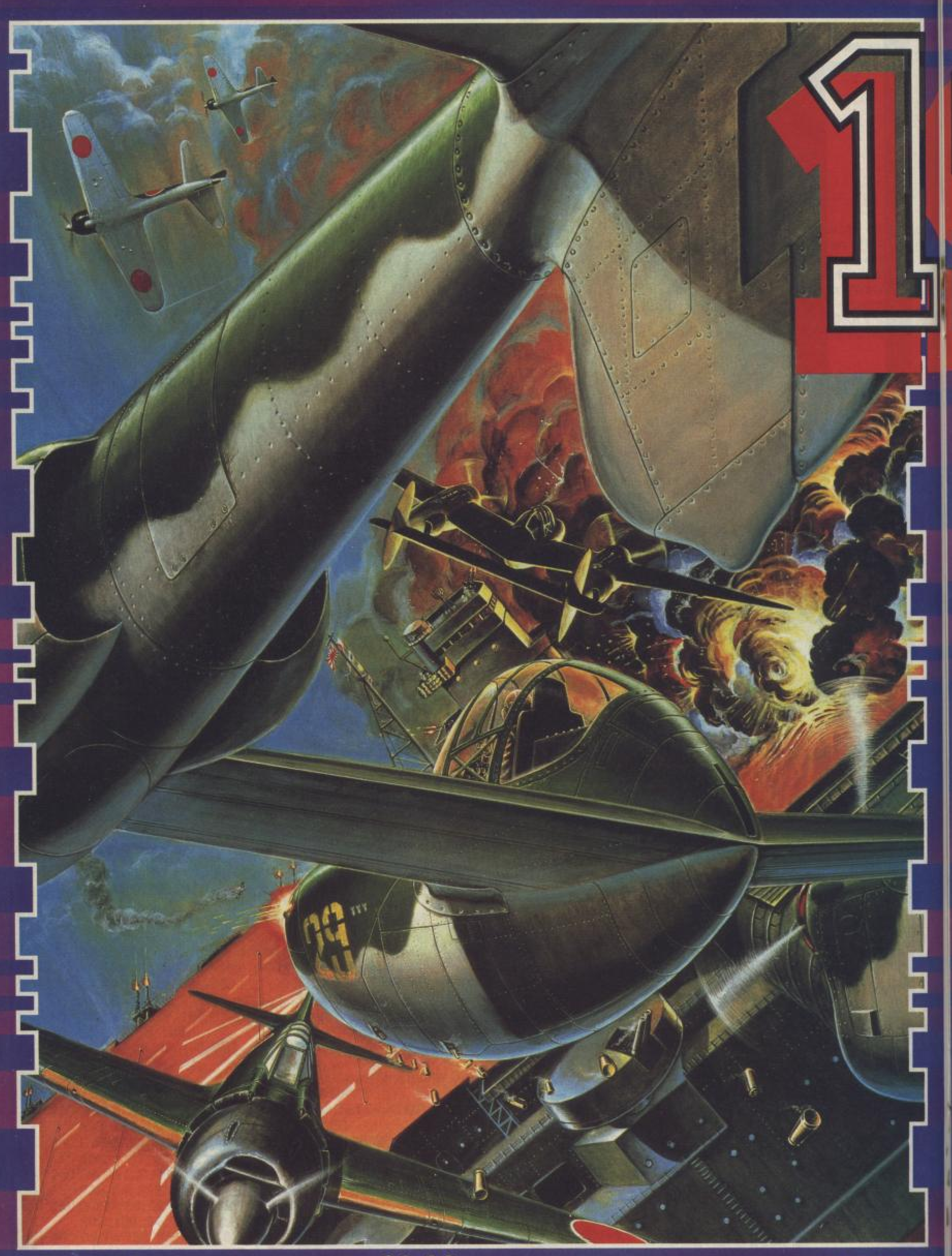
```
10  REM TREMOR POKES
20  REM NICK ROBERTS
    (Ha! - Ed) 1988
30  POKE 23624,0: INK 0:
    PAPER 0: CLEAR 23999
40  PRINT INK 2; PAPER 1;
    FLASH 1; AT
    2,7;"START TREMOR
    TAPE"
50  LOAD ""CODE 16384:
    PRINT AT 13,0;: LOAD
    ""CODE: POKE
    52744,0: RANDOMIZE
    USR 39630
```

WHO DARES WINS II

```
1   REM WDW II HACK BY
    THE PEANUT BUTTER
    SANDWICH EATER (???
    – Ed)
10  CLEAR 24319: FOR
    N=23296 TO 23312:
    READ A: POKE N,A:
    NEXT N: RANDOMIZE
    USR 23296
20  POKE 50833,0: REM
    INFINITE LIVES
30  POKE 51847,0: REM
    INFINITE BOMBS
40  RANDOMIZE USR
    23310
50  DATA 221, 33, 0, 95, 17,
    0, 161, 62, 255, 55, 205,
    86, 5, 201, 195, 64, 192
```


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Screen shots from Atari ST version.



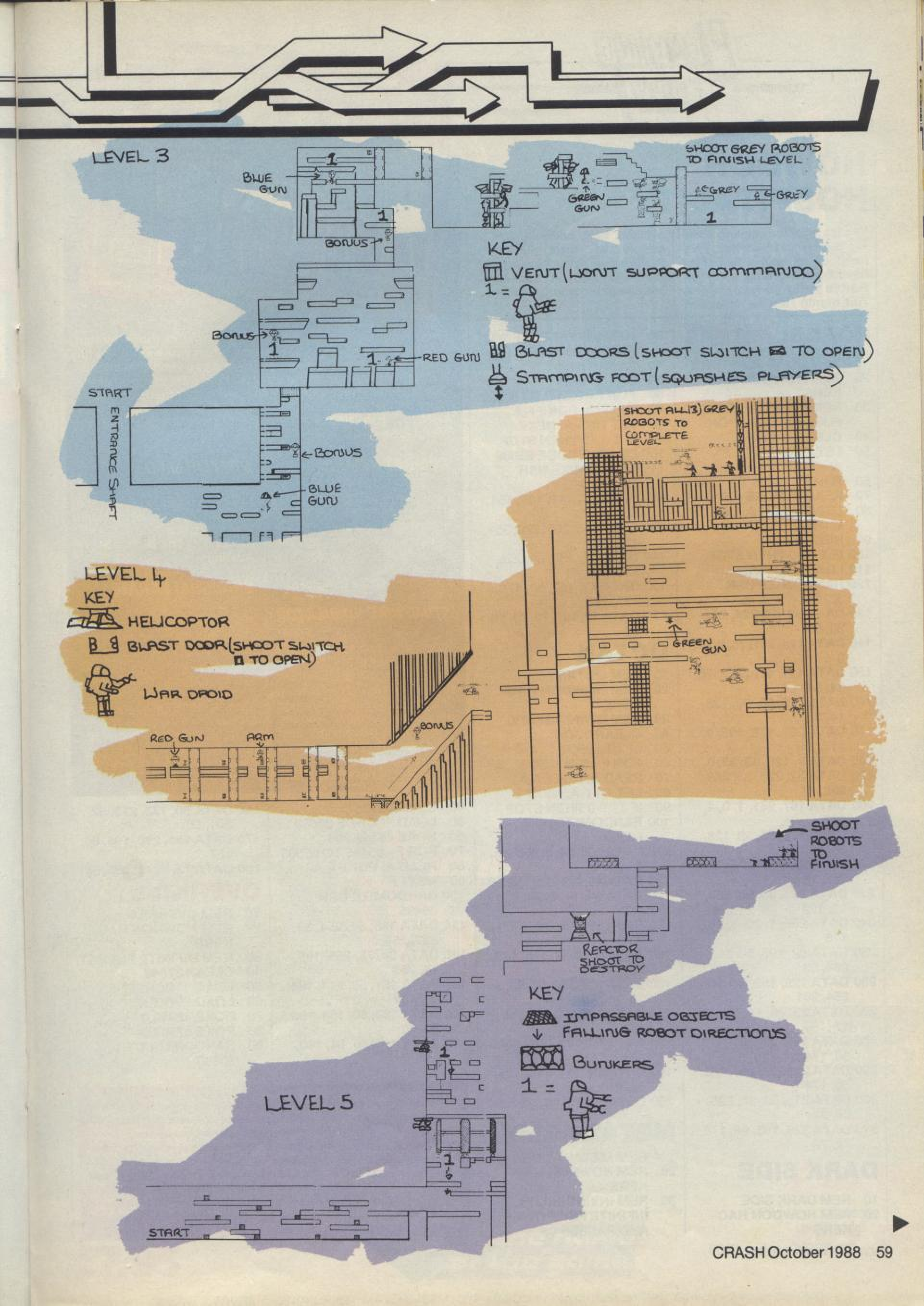


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BIONIC COMMANDO




LEVEL 3
BLUE GUN
BONUS
SHOOT GREY ROBOTS TO FINISH LEVEL
GREEN GUN
GREY
GREY
KEY
VENT (WONT SUPPORT COMMANDO)
1 =
BLAST DOORS (SHOOT SWITCH TO OPEN)
STAMPING FOOT (SQUASHES PLAYERS)
BONUS
RED GUN
START
ENTRANCE SHAFT
BONUS
BLUE GUN
SHOOT ALL (3) GREY ROBOTS TO COMPLETE LEVEL
LEVEL 4
KEY
HELICOPTOR
BLAST DOOR (SHOOT SWITCH TO OPEN)
WAR DROID
GREEN GUN
BONUS
RED GUN
ARM
SHOOT ROBOTS TO FINISH
REACTOR SHOOT TO DESTROY
KEY
IMPASSABLE OBJECTS
FALLING ROBOT DIRECTIONS
BUNKERS
1 =
LEVEL 5
START



HOWDON HOSPITALITY

Yes it's another hacking crew – The Howdon Hackers. This band of intrepid POKEsters have been working away on POKEs for all sorts of games. This month I have a collection of their best budgets and a couple of their full-price POKEs for *Roadblasters* and *Dark Side*. So sit back and indulge (after typing them in!).

ROADBLASTERS

```
10  REM ROADBLASTERS
20  REM HOWDON HACKERS
30  REM INFINITE LIVES, FUEL AND WEAPONS
40  CLEAR 29000
50  LET T=697184: LET W=114
60  FOR F=32768 TO 32881
70  READ A: POKE F,A
80  LET T=T-W*A: LET W=W-1
90  NEXT F
100 IF T<>0 THEN STOP
110 LOAD ""CODE
120 RANDOMIZE USR 32768
130 DATA 33, 87, 224, 221, 33, 83
140 DATA 128, 221, 78, 6, 17, 0
150 DATA 117, 67, 237, 176, 34, 34
160 DATA 128, 33, 90, 128, 14, 3
170 DATA 237, 176, 195, 0, 117, 33
180 DATA 9, 128, 53, 33, 0, 0
190 DATA 32, 225, 33, 249, 232, 17
200 DATA 167, 251, 1, 0, 4, 237
210 DATA 176, 33, 58, 128, 34, 195
220 DATA 254, 195, 170, 254, 205, 25
230 DATA 254, 33, 93, 128, 17, 129
240 DATA 255, 1, 20, 0, 237, 176
250 DATA 62, 195, 50, 165, 254, 33
260 DATA 129, 255, 34, 166, 254, 201
270 DATA 23, 25, 14, 57, 36, 17
280 DATA 195, 29, 128, 175, 50, 174
290 DATA 215, 50, 250, 189, 50, 174
300 DATA 215, 50, 28, 225, 50, 92
310 DATA 225, 195, 96, 178, 72, 72
```

DARK SIDE

```
10  REM DARK SIDE
20  REM HOWDON HACKERS
30  REM INFINITE ENERGY, FUEL AND TIME
40  CLEAR 61999
50  LET T=3831
60  FOR F=62000 TO 62029
70  READ A: POKE F,A
80  LET T=T-A: NEXT F
90  IF T<>0 THEN STOP
100 LOAD ""CODE 65088
110 RANDOMIZE USR 62000
120 DATA 49, 144, 101, 151, 50, 247
130 DATA 254, 205, 229, 254, 175, 50
140 DATA 22, 186, 50, 226, 185, 50
150 DATA 43, 187, 50, 170, 177, 195
160 DATA 18, 107, 72, 72, 56, 56
```

OCTAN

```
10  REM OCTAN
20  REM HOWDON HACKERS
30  REM INVINCIBILITY
40  CLEAR 32767
50  LET T=5500
60  FOR F=65300 TO 65357
70  READ A: POKE F,A
80  LET T=T-A: NEXT F
90  IF T<>0 THEN STOP
100 RANDOMIZE USR 65300
110 DATA 205, 86, 5, 205, 86, 5
120 DATA 49, 0, 94, 221, 33, 0
130 DATA 64, 17, 0, 28, 62, 157
140 DATA 55, 205, 86, 5, 221, 33
150 DATA 0, 94, 17, 176, 160, 62
160 DATA 153, 55, 205, 86, 5, 33
170 DATA 0, 0, 34, 43, 228, 151
180 DATA 50, 177, 227, 246, 201
190 DATA 50, 151, 245, 195, 26, 213
200 DATA 72, 72, 39, 56, 56
```

METAL ARMY

```
10  REM METAL ARMY
20  REM HOWDON HACKERS
30  REM INVINCIBILITY, INFINITE FIREPOWER AND PASSES
40  CLEAR 32767
50  LOAD ""CODE 65088
60  POKE 65109,206
70  FOR F=65495 TO 65535
80  READ A: POKE F,A
90  NEXT F
100 RANDOMIZE USR 65495
110 DATA 195, 64, 254, 33, 227, 255
120 DATA 34, 75, 255, 195, 44, 255
130 DATA 151, 50, 214, 164, 50, 134
140 DATA 189, 50, 163, 189, 50, 60
150 DATA 190, 50, 84, 160, 246, 6
160 DATA 50, 173, 219, 62, 201, 50
170 DATA 233, 200, 195, 80, 157
180 DATA 72, 72, 39, 56, 56
```

OVERKILL

```
10  REM OVERKILL
20  REM HOWDON HACKERS
30  REM INFINITE ENERGY
40  CLEAR 27849
50  LOAD ""SCREEN$
60  LOAD ""CODE
70  POKE 42965,0
80  POKE 37563,0
90  RANDOMIZE USR 30600
```



Ping! Ping! It's always the same in some of those foreign motels. You can never get service when you want it. As for Marbella, well that's the place to go if you want *real* cheats. But for real home cooking you can't miss checking-in at the Cheat Mode Motel each month – we've got loads of helpful hints on the latest games. Enter the foyer and choose your suite . . . (Oh, and watch out for Jon 'Norman' Bates's mother. She's on holiday, you know . . .)

COMBAT SCHOOL

Define keys as: Q ↑, Z ↓, H←, K→ and J●. When you play the assault course you won't have to jump, just run through the whole thing! (Only for real wimps like Lloyd!)
(Occupant: **Chris Langford**)

STUNTBIKE SIMULATOR

When you press fire and it says, 'ATTEMPT 1 2 3 4 5', press DELETE and you will go on to the next task. Then it says, 'Well done, you have finished the complete course, you are now one of the world's best stuntmen'. (Only for real wimps like Nick – Lloyd.)
(Occupant: **John Whitelegge**)

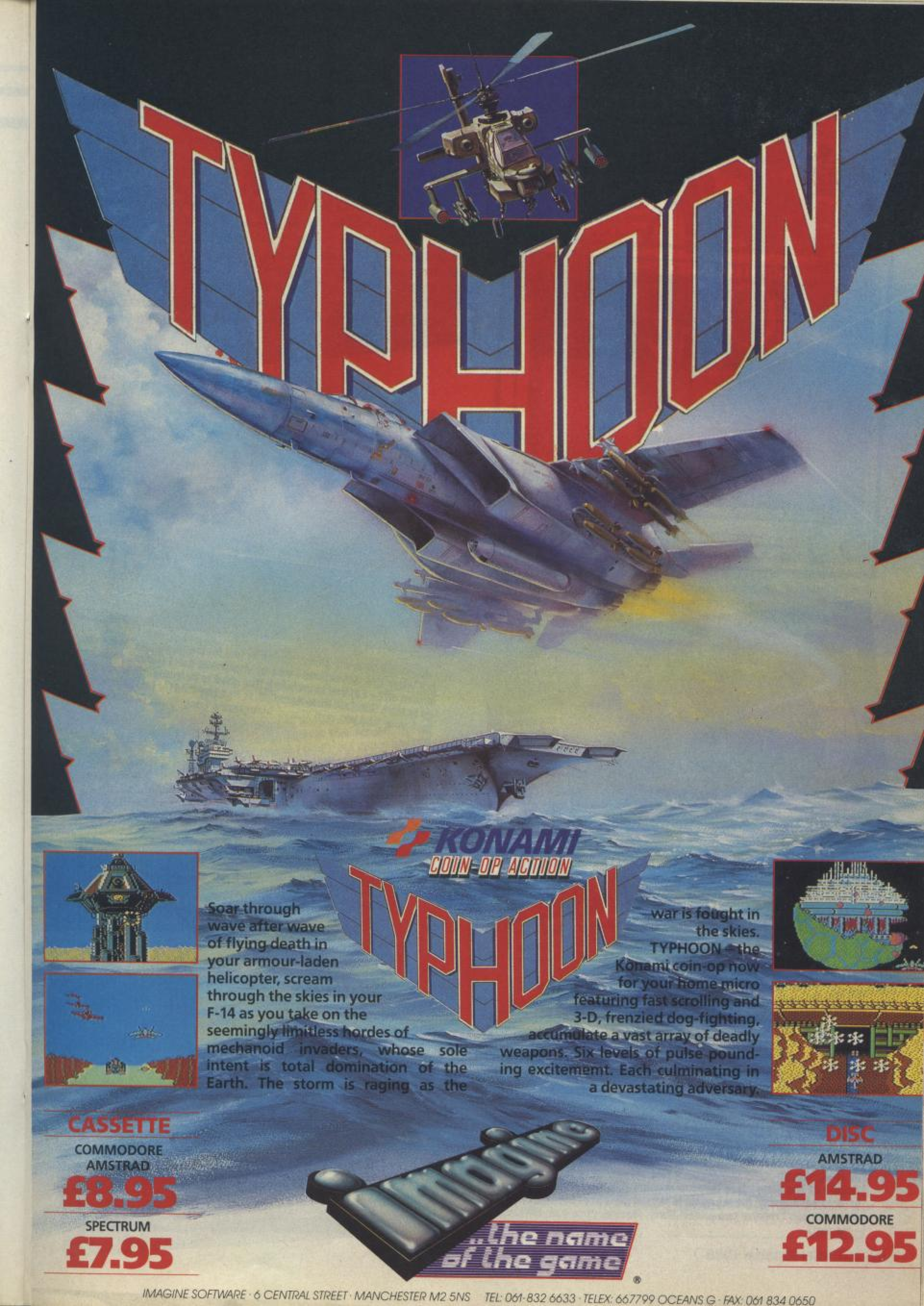
STIFFLIP & CO

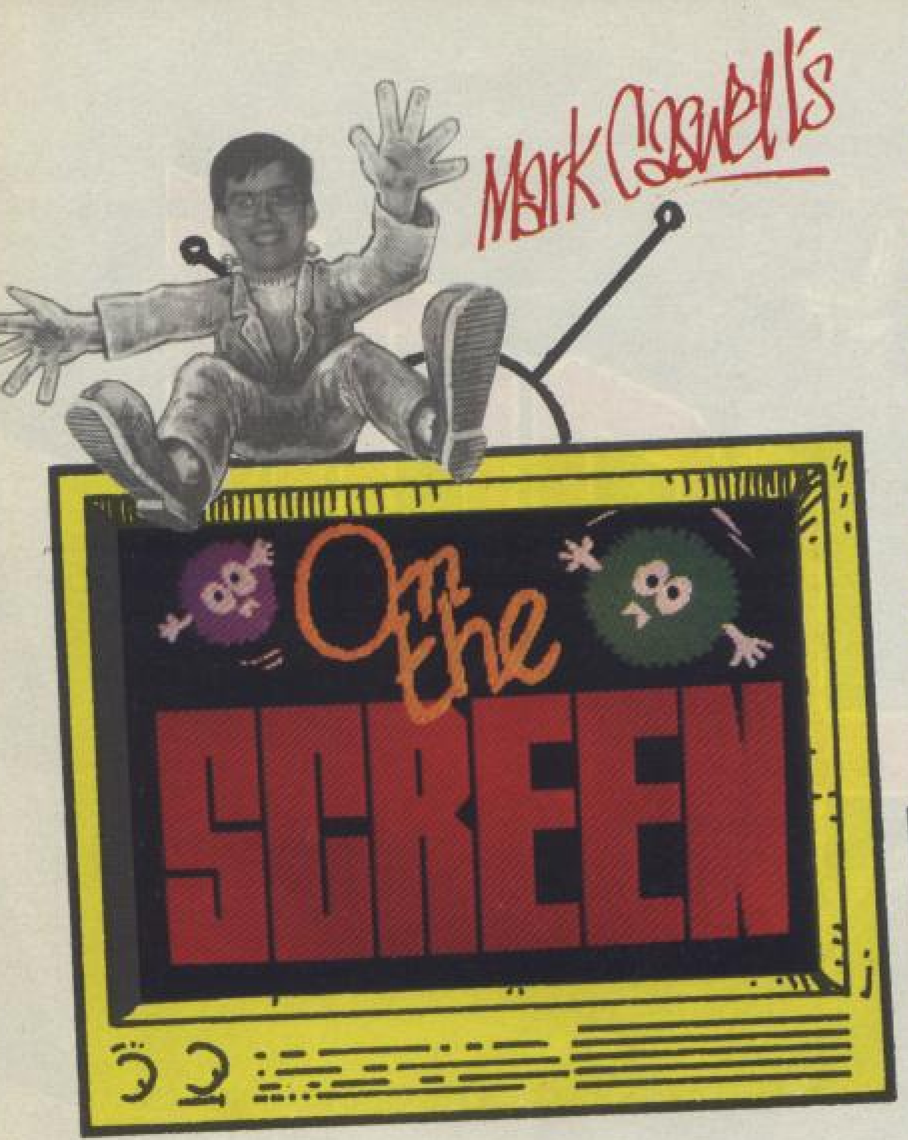
In Part Two type in DEFACED and you can wonder around and finish the game.
(Occupant: **The Bionic Steve Austin**!)

SHANGHAI KARATE

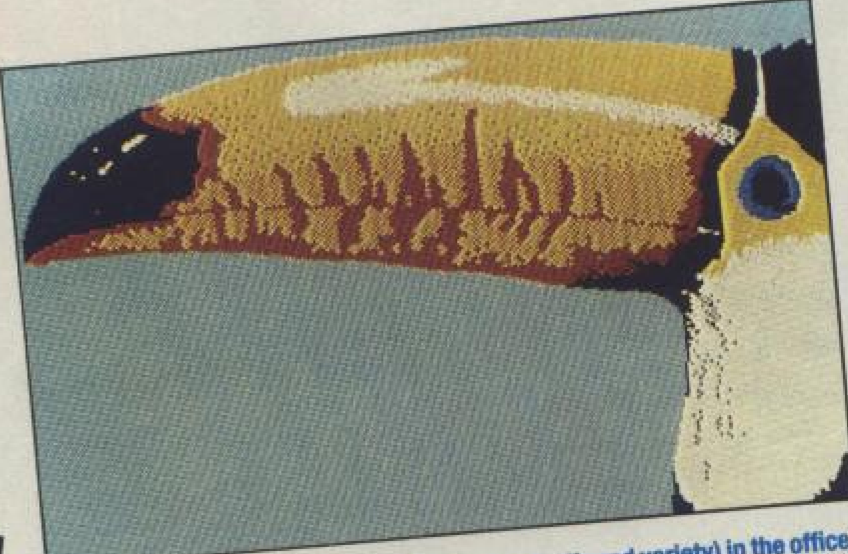
This is more of a joke than a cheat, but it's good clean fun. Press the keys QWERTY and F (at the same time) on the title screen and you will get a very interesting message. If you have a 128K machine your message will be musical! Now press A and S and things will get really silly!
(Occupant: forgot to sign registration form!)

Now don't forget to send all your excellent work in for the Christmas Special, before it's too late (ie, get 'em in NOW!). Everyone who gets a mention, also gets a great Olibug (that means *I'll* get about 20!). And now there's two lots of £40 software prizes to give away (yes it's gone up, you lucky people), so get playing! Send all your POKEs, tips, maps, £50 pounds notes (Debbie Gibson phone numbers? – Ed) . . . to: NICK 'NOT VERY BIG AND DEFINITELY NOT THE PIZZA MAN' ROBERTS, Playing Tips, CRASH, *PO Box 10, LUDLOW, Shropshire SY8 1DB.*


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Welcome, welcome one and all to the best part of the magazine (if you disagree with me I'll set Phil's pet sheep on you, so there!). (Thing is, Phil sheep's as much a sucker for a Hawaiian Feast pizza as Phil is! – Nick.) Well, it's the school holiday period, and that means you've been sending me mountains of entries, but it also means the poor old local postman has had to go on holiday to recover. (I'm sure you mean 'on strike', Mark? – Ed.) My thanks go to everyone who has sent in a SCREEN$ (or $s), but unfortunately due to limited space (don't start that again . . . – Ed) I can't show them all. Please do keep trying, though, you may one day see your work On The Screen. (Yes, please keep sending them. Otherwise it means Mark mopes around all day, listening to James Brown records. And you wouldn't want to inflict that upon us, would you? – Nick.)



▲ I don't receive many pictures of birds (the feathered variety) in the office, but when this one arrived I was so impressed that I (turned your James Brown off? – Ed) had to include it (too good to be true – Ed). Many thanks go to Mark Schofield from Holmfirth in Huddersfield for this ornithological (get your LMLWD out) (Lloyd Mangram's Long Word Dictionary – Ed) treat.

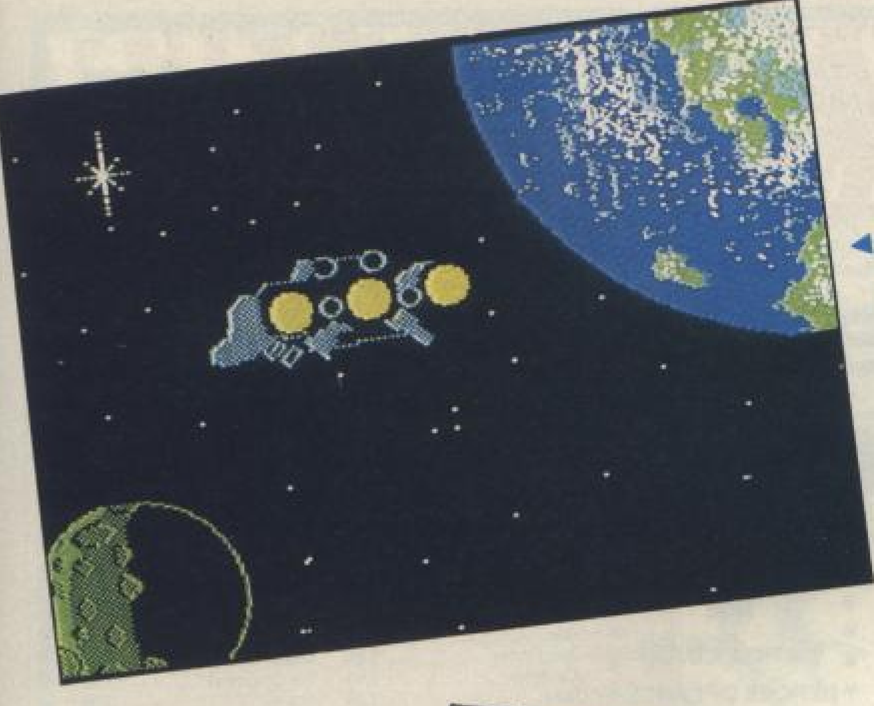


▲ Yes he's back, the man who can sing louder than a fog horn, leap from huge amplifier stacks and perform death defying acrobatics (or should that be aerobatics) in mid-air. (Deep breath!) Yes, the human whose look can kill a bull from fifty paces and still find time to be lead singer in Van Halen (although he has now sadly quit the band. Sniff, sniff. He is following a solo career, hoorah!) (groan . . . – Ed). What has this got to do with the picture? Not a lot, apart from the fact that it features David Lee Roth (ah, the point of all this rambling – Ed). Thanks to Edwin Smith from Wolverhampton for the SCREEN$.



► How do you spell Art Department, Ed. *C-O-C-K-U-P? – Ed.* Yes, totally correct, and get back in your brackets!

Due to some enormous cock-up (can't quite remember the department at fault, though . . . I wonder . . .) last month, the best parts of the *Empire Of The Sun* picture failed to appear – talk about heavy cropping of pictures! Anyway, thanks again to Manuel Filipe from Portugal. And Ed says, you can't receive two prizes! Sorry, Manuel. (Kea, kea, Mr Fawlty – Manuel.)

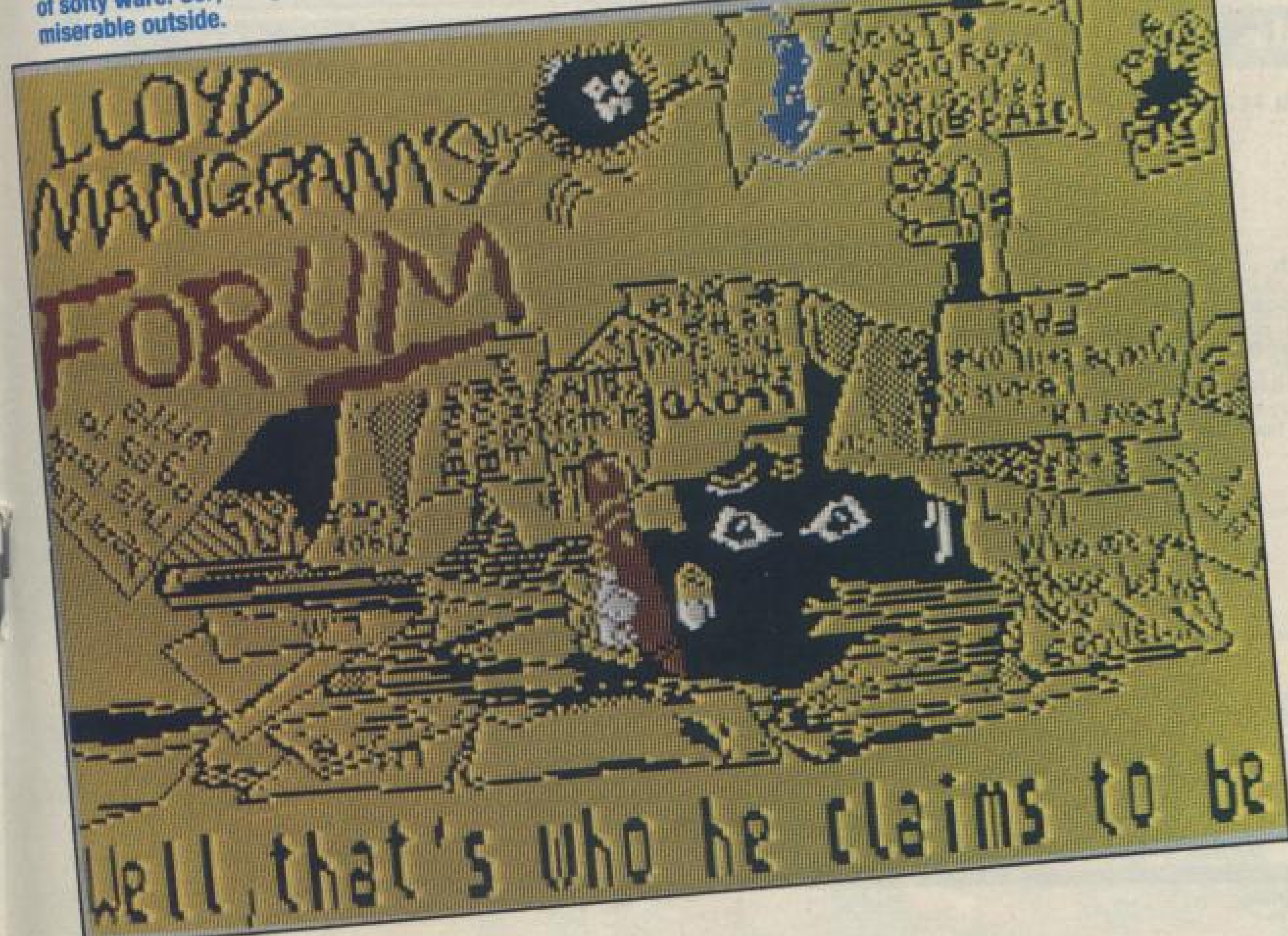


◀ In space no-one can hear you play Kylie Minogue records (thank goodness) (cor, this guy's got no taste – Ed), but the crew of the USS Nostromo have more to worry about than that. A large acid-spitting alien is aboard and causing trouble (it's probably Nick Roberts doing his Phil King impression). The screen is again credited to Eddy Smith. Bless his little cotton socks . . .



▶ Just to show that my musical tastes branch a little further than James Brown (do they? – Ed), I have included this picture of Robert Plant, lead singer of the legendary group Led Zeppelin. (Hah, he only printed it because Phil threatened to set his sheep upon him if he didn't – Ed.) The picture is taken from the back cover of the album Led Zeppelin 3, and according to Terry 'give me head, and I'll give it a good bang' Vick from Thamesmead in London, this screen is for all you ageing hippies out in Joe Public land. What a thoughtful lad!

▼ Even Lloyd took a few minutes off from cleaning his Hermes typewriter (and believe me, it needs a clean! – Ed) to look at this screen. Iain McGowan, from Stirling in Scotland wins one of Lloyd's old paper bags for his efforts. Sorry, I mean, Lloyd wins . . . no . . . IAIN wins £10 worth of softy ware. Cor, I'm getting confused today. Can't be the weather, it's miserable outside.



Well the sun is shining, and hordes of foreign tourists are (STILL) milling about in the usually quiet Ludlow streets. Well, they were quiet till Phil let one of his flock lose: the whole of the festival crowd went running for cover. In fact, Phil's pet sheep is upstairs now, playing football with some of the ZZAP! lads . . . and beating them no doubt. Ed is shouting at people down the phone, and the office air conditioning unit has just packed in again (wot? you mean there IS one? – Nick) – a normal sort of day in CRASH Towers really. But I don't want to burden you with my problems (yes you do – Ed), get designing your own screen pics and maybe you'll win the £40 first prize, or if you're not so lucky (but you still get printed) you'll receive the £10 consolation prize that's awarded to the gallant runners-up. Oh yes, from now on, if you want your tape returned but don't enclose a SAE I will come round to your house and play some James Brown very (and I mean VERY) loud . . . probably at midnight. So be warned, don't lay yourself open to an attack from the Caped Soulman, be a clever chap (or chapess) and send me a stamped envelope. Send your SCREEN$s to **MARK 'DEGAS' CASWELL, On The Screen, CRASH, *PO Box 10, LUDLOW, Shropshire, SY8 1DB*.** See you at the PC Show. I'll be the one dressed as James Brown (stop sniggering, Dominic, or you'll be going dressed as Tiffany – now there's a thought . . .). (I wish everyone would get familiar with these so-called schedules! They don't print CRASH overnight, y'know? Everyone's already been to the PC Show so all your snide comments about Tiffany (she who deserves a font all of her own) etc are a bit out of date. Just as well, or else I might have started playing Tiffany (ahh) at 50 decibels. Now that's what I call heaven on earth! – Ed.) (And there's nothing wrong with Kylie Minogue or Debbie Gibson actually, Mark. Although they can't have a font of their own – Ed.)

WIN A SONY WATCHMAN!!

AND GET DOUBLE DRAGON VISION

I wish that I could learn some of that martial arts stuff, it would show those CRASH reviewers a thing or two. All they do is kick me in the shin as they pass, and then run off laughing. Even that new chap Phil King is learning fast, it reminds me a bit of the old days. **Melbourne House** are on the brink of releasing another bash-'em-up game, *Double Dragon*, for your Spectrum. It reminds me of the time I was in Japan, I had just . . .

(Ten minutes later) The **first prize** is a **Sony Watchman**, a handy little portable black and white TV that fits into your pocket so you can watch all your favourite Bruce Lee films anywhere, any time. If you're not lucky enough to be drawn out of the wok first then you could still stand a chance of winning one of the **20 copies** of *Double Dragon* that Melbourne House have kindly donated. How do you win one of these bruddy wonderfurr plizes? (Pardon? – Ed.) Well just post us a plank of 4x3 wood that you have cut in half with a karate chop (and a bill for any medical treatment incurred). No, but seriously folks, if you would like to win this super prize (and be able to watch Neighbours without your parents saying 'turn that rubbish off') or just a copy of the game, cast your peepers over these two oriental pictures. Look pretty similar don't they. You could say you've got *Double Dragon*-vision. Well, there are in fact 10 differences between them. Circle the differences on the B picture and send off your entry (on the back of a shuriken star) to **PICTURE THIS!, CRASH, *PO Box 10, LUDLOW, Shropshire SY8 1DB.***

All entries should reach CRASH Towers by October 21. And no cheating or I'll send Phil's Ninja Gerbil, trained in the ancient martial art of No Can Do, to sort you out.

A



B



CRASH COMPETITION

COMMERCI

Turning over the channel is now becoming more popular than turning over the page. CRASH regular, IAN PHILLIPSON, looks at the latest advances in TV computer-techniques. Many British TV producers shiver at the thought of letting a computer into their studio. With the quality of graphics advancing at a phenomenal rate, is British TV still the best in the world..?

Not long ago when broadcasting was in its infancy – when people sat huddled in front of their small-screened, brown bakelite cabinet TV sets, presenters wore dinner jackets and the Wide Awake Club wasn't even a twinkle in the fevered loins of a crazed producer (what? – Ed) – television was a relatively simple thing.

What appeared on the screens of those first, heavy sets was the result of the latest in technology and broadcasting techniques – single point camera shots, laughable 'special' effects and casts that could be counted upon the hand of a three fingered man. Those were the days.

From that stunted childhood, back in The Thirties – though for the fact hungry amongst you the first practical demonstration of the medium was given by John Logie Baird in 1926 (thank you, Ian – Ed) – television has come a long way. The TV screen has become larger with improved picture resolution, the set itself smaller. New stations have been added, the number of characters per programme far, far greater, international TV link-ups commonplace. Fuzzy black and white images have blossomed into clean cut colour and now satellite and cable TV are about to inject a further dimension into broadcasting. What is known as the Third Age of Broadcasting is upon us.

And as the world of television becomes a more complex one, it is understandable that, as with all other aspects of modern life, computers find a place. But, for all of its complexity, TV still remains an area that is relatively free from computer invasion. It is still reliant upon people coming up with ideas, controlling the equipment, creating sets and acting out parts.

▼ Cheer up Robert (Harris, The Travelling Matte Company), and you might get a new Supernova for Christmas!



AL BREAKS

'It's much easier shifting pixels around'

BIG HEADS, LITTLE POCKETS

Not all resistance to the use of the computer as an aid to programme making has been overcome. And some producers are still loathe to incorporate it into their programme making, but computers are beginning to make inroads in various areas. Outside camera shots, hi-tech and sci-fi backgrounds all bite into a programme maker's budget. But all of these visual requirements may be necessary if today's seen-it-all done-it-all viewers are to be convinced that they're really seeing the inside of a Venusian Slime Monster's living room, rather than a collection of toilet roll and yoghurt cartons that looks as though it's just been knocked up by a crackhanded ex-Blue Peter presenter.

'At the heart of *Knightmare* is a 24-bit Spaceward Supernova'

And it is in this area of making the unreal appear real, that computers can come into their own. By using them judiciously the confining walls of the television studio can become elasticated and infinitely expanded to encompass galaxy upon galaxy.

Creating this other world of unreality – sci-fi and fantasy being prime examples – has always been a notoriously difficult task for programme makers. Just try transferring to the small screen a cult book, say *Lord of the Rings*, or Isaac Assimov's *Foundation Trilogy*, and the chances are that you've just manufactured a situation that would put froth on boiling blood.

Much of this reaction is entirely due to the fact that a reader perceives an event in a certain, probably spectacular, way. But quantum leaps of imagination have to be made if rickety scenery, ludicrous small-scale explosions and backdrops so unauthentic that they would never have convinced a half mad, totally drunk gerbil with eye trouble that they were real, is to be ignored.

Of course the advantages of using computer-generated backgrounds should be obvious to most; you don't have to build the stuff, you don't have to take it down, you don't have thump thumbs with a hammer and you don't get blackened toes by dropping scenery on them. All in all, as **Robert Harris** of the *The Travelling Matte Company* says 'It's much easier shifting pixels than shifting scenery about'.

IT'S A KNIGHTMARE

At the moment, **Anglia TV**'s *Knightmare* is perhaps the best example of how computers are used in the production of fantasy TV programmes. The show is the product of the production talents of **Tim Child** and creator of the eye-capturing computer images, 37-year-old Harris, who has the first series of *Knightmare* and BBC's *Hitchhikers Guide to the Galaxy* beneath his creative belt.

The prized possession of The Travelling Matte Company is a mobile graphic studio that can go anywhere in the UK, or be air freighted anywhere in the world. A case of have graphic studio will travel.

'The TV studio can become elasticated to encompass galaxy upon galaxy'

For those of you who haven't as yet picked upon this series, (and with more than five million viewers last time out it's doing pretty well) it is based on that most traditional of role playing adventure games, *Dungeons and Dragons*. Briefly explained, *Knightmare* runs something like this. Contestants are divided into teams of four people. Three of these guide a fellow member, blindfolded by the 'helmet of justice', through a labrynthine succession of puzzles and yet more puzzles, encounters with monsters and liasons with helpful characters, in a computer-generated Middle Earth. The possible scenarios are so constructed that each adventure is unique and with no predetermined outcome.

Traditional production methods, if they could have done, would have created this unreality by means of a series of pictures and backdrops painted upon glass sheets, and acres and acres of blue

▼ A behind the scenes look at the advancements in TV display techniques using computers



▶

papered space and then combined to create the imaginary scene. (The blue paper, by the way, is required for a system known as Chromakey. By placing actors or props upon and in front of the blue paper, electronic signals from other cameras can be superimposed to create any form of backdrop.) (Yes, of course – Ed.)

Knightmare uses all of these techniques but Harris's work adds a new dimension – working from the solid old fashioned reality of painted pictures supplied by graphic artist **David Rowe**, Harris adds what isn't there, producing doors and passages where they don't exist and even the shadows of actors to create reality.

At the heart of *Knightmare*'s success is a 24-bit Spaceward Supernova, optical-disk fed system. (Sounds very impressive – Ed.) But if you've seen the programme and are already thinking of asking Daddy Christmas for one of these electronic babies, just tell him that it costs £85,000 or £300 a day rental first. (And prepare a safe surface for him to fall on.)

But soon, a cheque for an undisclosed amount will change hands, and a 32-bit version of the Supernova (the first off the production line) will nuzzle its less powerful brother

'Could you believe the news again?'

aside in the Travelling Matte studio. An added bonus of the Supernova system is that when the programme is being recorded – something they attempt to do all in one session so that contestants remain motivated – switches between computer-generated scenes can instantly be made at the touch of a button by director, **Sally Freeman**.

▲ **Advanced computer graphics bringing the scenario into your own home in The Travelling Matte Company's *Knightmare***

But if programmes such as *Knightmare* would really be nothing more than also-rans without the computer, other programmes while not hamstrung by the absence of the computer would lose out.

THAT'S SNOW BUSINESS

Take for instance, the news and weather. Once upon a time all of the graphics, the maps and simulations were drawn by hand. If a slightly new slant or emphasis was required then the graphics would had to be redrawn – time consuming and possibly error prone.

But now things are changing – slightly.

TV frontmen have the unpleasant task of giving us incorrect weather information day after day. For many years the format remained essentially the same – serious, sombre-suited men were replaced by user-friendly, jolly men and women – but for all of that they still ended up attempting to stick non-sticking rain clouds over Scunthorpe.

Some progress has been made into incorporating computers in order to jazz up the boring 'weather show', (over the last few years the **BBC** has invested £250,000 in computer graphics for weather presentation) but basically things remain the same.

A band of independent producers are, however, all set to drag weather presentation kicking and screaming from the dark-ages into a new era which, hopefully soon, will hit our screens. For instance **The Weather Department** is a Birmingham company offering up-to-the-moment weather forecasts in real-time, enhanced by full use of colour and satellite images. Of course, when this is done they will hardly be breaking new ground. Television stations in America have been beefing up their weather presentation for years, with computer animations, graphic representations and computerised digital weather displays.

Perhaps one of the latest uses of computers to make TV a more effective place, and break through the traditional taboos and practices of the broadcasting world is ***Lasercast***. A hi-tech system that allows cravat wearing producers to cast their productions more effectively.

At the touch of a button, the mug shots and details – for instance, how many times they have played the back end of a pantomime horse, or whether an actor is able to tap dance whilst playing the violin – can be quickly called up from a computerised laser disc system. Gone will be the days of the casting couch forever.

For perhaps the ultimate example of just how far the use of computers could progress on TV is suggested by the work done at America's Massachusetts Institute of Technology.

'What's going to happen', asks **Professor David Zeltzer**, 'when we have [computer] animation of photographic quality?' The prospect of the 43rd, computer-generated, series of *Terry and June* being made long after the two stars have retired is a prospect that could make us rue the day computers were ever allowed into television. But also imagine all of the repercussions if a false computer generated image was broadcast showing Neil Kinnock being punched by Margaret Thatcher, the thought may be amusing but the consequences more than a little troublesome. You'll never know what is genuine television unless you're told. Could you ever believe the news again?

Of course computers could ultimately be used to control all

'The Third Age of Broadcasting is upon us'

lighting, sound and camera operations. A director would merely make a programme using a voice-activated computer that would immediately switch to the appropriate shot, focusing sharply on a well lit subject.

THE BEST IN THE WORLD

British television is generally rated by broadcasting professionals as the best in the world, which may come as a surprise to anyone who has seen an episode of *Crossroads*. This reputation has been achieved without recourse to the technical power of computers.

But with the imminent growth of the TV world, as satellite stations come at us from right left and centre, all of that must change. The pace in coming years will be a frantic one, and only those who are able to retain the interest of a fickle viewer with his finger on the remote-control channel button are going to survive.

TV times – they are a changin'

WIN RAF CECCO'S CAMERA!!

(Well, not quite)

PLUS 25 COPIES OF CYBERNOID II





You'd better watch out cos I'm back! After my two year cruise (I won it, of course) I have returned to being the humble Comps Minion back at the Dingy Towers. Looks like nobody noticed I'd gone – my broom cupboard hasn't been touched (cough, splutter, too much dust)! In fact I'd just started to tidy up when who should walk in but Andrew Hewson – software and media megastar . . .

Andrew, it's great to see you again, how's things?
Ooo Compy, triffic and fab. You're looking particularly radiant, what have you been up to?
Well I've just come back from a round-the-world cruise. Won it in a competition, y'know?
So how was your trip?
Well everything was fine – Milan was fun, Rome was when in (as the saying goes) but when I got to Africa, and my trip down the Nile, things started to get a bit worrying. First of all my watch went missing, then somebody swiped my sunhat and finally my camera went missing.
So what did you do?
I tried to jump in the river and look for it. But the tour guide kept muttering something about crocodiles, so I decided against it.
So you'll be looking for a new camera then? I think I might have just the thing for you.
Oh yea?
Well Raf's been prancing around the office recently with his flashy Canon camera. And I got so jealous that I thought I'd get a camera as well. Trouble is, Sandra Cousins [Operations Manager] was thinking along the same lines. So she also popped out and purchased a camera for me. So now I have two!
Lucky old you!
So why don't you have one. Even better, why don't we give away one of the cameras in a competition. Fab stuff, Compy!
Yea, fab. But what do we base the competition around.
Well Raf, of course, it was his fault in th first place. Lots and lots of questions about Raf. You set 'em and the readers can send their answers on the back of a postcard to (deep breath) **I LOVE RAF AND ANDREW, CRASH, *PO Box 10, LUDLOW, Shropshire SY8 1DB*.**
Cor, where did you get all that from, Andrew? Anyhow, you forgot to add that the decision of the CRASH Judges is final, and get your entries in before October 21.
Before you go, I've got some 25 copies of Cybernoid II lying around the office. Any use?
Yea, we'll give those to the 25 runners-up.
Triffic! What about the questions?
Well . . .

1 *Which part of London does Raf come from?*
2 *For which company did Raf work before turning freelance?*
3 *What do flowcharts remind Raf of?*
4 *Who did Raf use to design the Cybernoid II graphics?*
5 *What type of car does Raf drive around in, and what is the registration number?*
6 *When is Raf's birthday?*

They'd better get their back issues out, Compy.
Yea, see ya Andrew.
See . . . (zooms off in a cloud of dust)

PLEASE NOTE: THE ACTUAL CAMERA MAY DIFFER FROM THE ONE SHOWN



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SHOPPING AROUND

PAUL EVANS goes shopping (dum de dum) . . .

COR, TALK about a busy month! If one more person says, 'Burger' or 'Big Mac and fries to go', I'll shove a comms lead where no RS232 has been before. Apologies if I sound a bit nervous (aggressive more like – Ed), I get my maths result in two days (EDITOR'S NOTE: Nick Roberts **FAILED** his English Language!!). More on that next month. Anyway I'm off down the shops. (Mine's a Lilt – Nick; I'd love a coffee cream bun – Lloyd; get us a Topic, Paul – Ed.) Whoops, should've kept quiet!

WOT? NO GATEWAY?

One of Prestel's great advantages is the ability to purchase goods through your modem (and with a bit of help from your flexible friend). At the touch of a few keys you can purchase anything from *Cybernoid* (yet another plug for Mr Cecco) to a pregnant chicken (!, I won't ask – Ed).

When Prestel arrived, teleshopping soon followed – fast becoming one of Prestel's greatest assets. Many large catalogue companies saw great potential and soon moved in to corner the market. Today's system is very large and involves many mail-order retailers, including Micronet. The larger systems allow access through gateways. (Wotsat? – Ed.) (Where have you been for the last year? – Paul) A gateway is link from your modem to, for example, the Kays computer, without leaving the main Prestel system. You are simply channelled through to the appropriate database, through which you can peruse at your ease (but watch that phone bill!). When you've decided what you want, just quote your credit card number and the order will be processed and despatched. And because it's all computer controlled you can order at any time. (Ever remembered that birthday present at three in the morning?)

NOT JUST GAMES

There's a fantastic range of goods to pick and choose from – software is an obvious market. Micronet offer a wide range of the latest games (on most formats) at discount prices. Other companies within the Micronet area stock peripherals and computers. Apart from computerish stuff there's also the majors. Littlewoods's *Shop TV* service has been running for a few years and offers free membership with a complimentary catalogue. For those too lazy to read the catalogue, you can just ask the computer if it has anything close to what you want. For example, you could ask for a Pioneer stereo system up to £500. (You might not get one, though – Ed.) The computer would then display a few choices. The Kays system is similar, with a whopping 1000+-page catalogue. The system has real potential.

In America, a more advanced version of Prestel exists. (Well, it would, wouldn't it! – Ed.) The resolution is a lot sharper than our Viewdata system (ours being similar to a ZX81's, but with colour). The Yank's equivalent produces Spectrum-quality high-resolution graphics. Estate agents are using this to show digitised pictures of the houses for sale in their area. Give them your requirements and the computer sorts out what you can afford!

PHONE FROM HOME

If you live in the London area, Telebooking is all the rage. This allows you to make reservations and bookings for all sorts of things; hotels, theatres, cinemas . . . It's a pity that most of the companies offering tickets via the telephone are in the south-east, although for events like the PC Show it can be useful for everyone – book your hotel room, order your Show tickets and arrange an evening function. Of course, you'll need to get down to the PC Show, well you can book the tickets for that too!



◄ **Be cool and get into *Shades***

British Rail and National Express coaches both have Prestel timetables with full booking facilities. Avoid the queues, STAY AT HOME AND USE THE PHONE!

In France, the government has introduced *Minitel* – a very advanced teleshopping/booking service. Around 90% of French householders have a terminal. Maggie's Modem? Fat chance!

BYTES AND PIECES

FOR SOME curious and unknown reason, *TeleTalk* has been changed to *DataTalk* with no explanation! I must ask Micronet . . .

A few weeks ago, the largest ever *Shades* meet took place. It was in the home of **Ambushbug**, a famed member. Apparently (sorry I couldn't make it), a good time was had by all.

A new section has appeared in Micronet's world. It's called *Freefax* and contains reviews, competitions, classifieds and special offers! (Bit of competition? – Ed.) Type ★freefax# or ★60014# to take a look.

WOULD YOU CREDIT IT?

The most convenient way of getting software is through Prestel. There are loads of titles available, including charts toppers and indies, paying for them is as simple as paying your Prestel bill – in fact that's what it is! The software is transmitted down the phone line, then you just save it to tape – it's called CET. You get the software in minutes and don't pay till your next Prestel bill – some software's free!

Talking of indies (which I was, if you remember!) brings me nicely to the irregular review spot. ***Spectrum Shades Terminal*** is designed for use on *Shades* and *TeleTalk* and basically makes the system much more useable. *SST* is made up of two windows; a large central one for Prestel and a small two-line input window – there's also a natty little clock in the corner. It allows function keys and accessories, such as clock adjustments. *SST* displays the character set in a choice of two fonts; a nice free flowing one or a computer-style typeface.

The software runs on a VTX 5000. It allows you to log-on and progress to *Shades* within its own routines. Unfortunately, when you log-on to Micronet the display is in monochrome – very unreadable till you enter *Shades*.

SST is a great asset when on *Shades*. The macros provide a useful accessory (fights can be carried out a lot easier than before – all the commands on just one key!). If you require you can also integrate your own macros into the program from the pop-up menus. I would definitely recommend this package to the serious *Shades/TeleTalk* user, as it makes it a lot easier to cope with. A competent piece of software, and one of many such packages that makes the Spectrum one of the best Micronet terminals available.

Version 1.2 is available at the moment, but V1.3 (which I had) should be out soon (v. cheap, I'm assured). **Philip Aston** is the author and you can find out more by going to page ★600614596# of Micronet. Alternatively you can write to Philip at *Potters Cottage, PENSHAM, Worcs WR10 3HB*. The first CRASH Comms Smash? Well, about 92%.

CECCO'S LOG

Stardate: 1 August 1988

Well people, I am very happy to say, this month will see the completion of the *Cybernoid II* project (at last). The wonderful thing ought to be on the shop shelves pretty soon, so look out for it won't you (course we will, Raf – Ed). All that's left to be done is incorporate the new music soundtrack by Dave Rogers (who also put together the original *Cybernoid* tune). I'm now raring to go with *Stormlord* once again.

Stardate: 2 August 1988

Severe memory problems on the old Speccy are really getting me down. The machine is absolutely crammed to the brim and Nick 'these scales are wrong' Jones suggests I remove my name from the credits to scrounge a few bytes back (stupid boy).

▼ A wily bunch of programmers at Hewson's HQ in Abingdon



Stardate: 8 August 1988

Looks like *Cybernoid II* is well on the way to being finished now. It should only be the proverbial 'about a week' before it's done. (Now where have I heard that before? – Andrew Hewson.) (Ditto, Andrew – Ed.)

Stardate: 16 August 1988

It looks like a couple of demos of *Cybernoid II* are required for tomorrow. I'd better get on with some work.

Stardate: 17 August 1988

After having finished off the *Cybernoid II* demo tapes I disappear for the rest of the day, which, it appears, is not the most brilliant idea I've had this month.

Arriving home in the early hours, I discover a message scrawled on a piece of paper which reads:

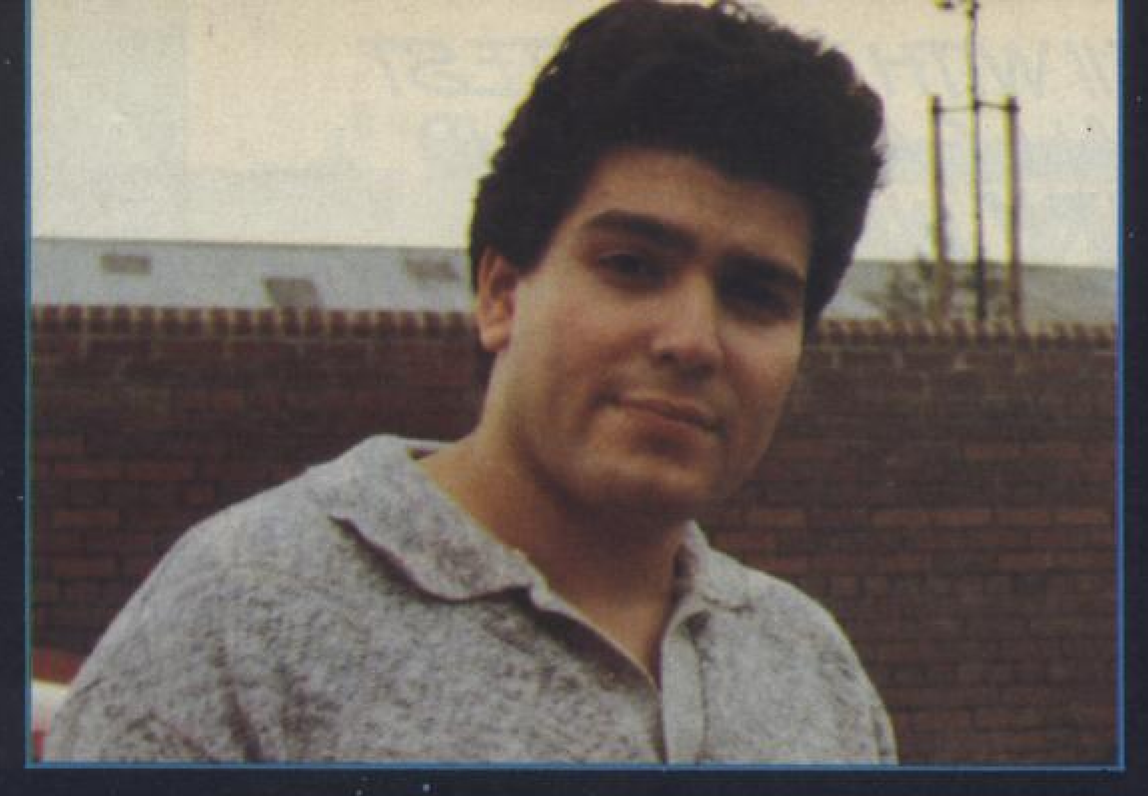
Phone Hugh Binns?!!
Phone Nick Jones?!
Phone Andrew Hewson?!!
Gulp!
Sounds Like Bad
S--T!!



Now it just so happens that all the people mentioned on this little gem of a note (many thanks to Chris Hinsley for being so concise) are all intimately involved with *Cybernoid II*. In a panic I decide to ring Nick. I am duly informed that I am in fact a dead man and should hang, draw and quarter myself, as this

▼ 'This is my favourite section', says Caroline Fonseca (Hewson's Rack-It Sales Manager)





will be a lot less painful than what Andrew Hewson is going to do to me. (Oh gawd!)

Apparently the *Cybernoid II* tape wasn't quite right, and the fact that I wasn't available all day or night to rectify the situation went down as well as a strip–o–gram at a vicarage tea party.

Stardate: 18 August 1988

It's nine o–clock in the morning and it's time to face the music (or the final curtain as the case may be). With trembling hands I dial Andrew Hewson's number. The conversation we had (or rather Andrew had) can be summarised thus:

"!"

(The printed word just cannot do justice to the severity of the damn good verbal thrashing I had.)

Nick and I work through the whole night on *Cybernoid II* to give a good impression at tomorrow's meeting. We contemplate a suicide pact, but decide that this would make Andrew even more peeved with us. There is nothing more irritating than hearing bird song at the crack of dawn when you've been up all night.

Stardate: 19 August 1988

Nick Jones and I are off to Hewson HQ to sort out yesterday's fiasco. I am quite confident about today, as anything, short of going to Hell and back, just can't be as bad as yesterday's phone call!

Nick and I are invited to the super–dupa Hewson pre-PC Show bash at Stringfellows in London (this is going to make all other PC Show functions look utterly pathetic by comparison). We pretend that the Stringfellows do clashes with our 'Bridge 'n' Best Bitter Night' at the Legion, and we'll be unable to attend. (Chortle, chortle . . .)

Stardate: 22 August 1988

I receive a panicked call from Paul 'camera shy' Chamberlain at Hewson, virtually begging me to convert some loading screens on an Atari ST to a form that the Spectrum can use. After that master of disaster on the 17th I decide that I owe them a favour, and Paul's such a nice chap. (Little do they know, it will only take about five minutes to do, for I have the technology!)

Stardate: 23 August 1988

Ha ha! 'tis off to Hewson HQ (yet again – I may as well be working in-house) to meet Dominic from CRASH today. (Better watch what you say here, Raf – Ed.) Between you and me, the only reason I am turning up at all is for the free lunch I've been promised. (Same here, Raf – Ed.)

▼ Sandra Cousins (Operations Manager): 'she's like a mother to me', says Raf



I am rather bewildered by the air of hectic activity that is constantly present at the Hewson offices – no-one seems to keep still for more than thirty seconds. (That's because we actually work for a living Raffaele – all the Hewson staff).

After briefly chatting to Dominic, we set off to lunch. It turns out that a few other people (almost all the staff, it seems – Ed) from Hewson are coming along with us.

The Hewson entourage (rabble) make their noisy way to the nearest pub (Sandra's favourite). (I was actually expecting a bit of cordon bleu but I suppose I'll have to make do with a ploughman's.)

I am given the dubious pleasure of sitting in the back of Andrew Hewson's car (well, I had to have the front – Ed) - it's all very impressive you know; crushed velour upholstery, electric windows, power steering, turbo–charged, bloody small at the back. (How many Shell tokens have you got now, Andrew?)

Back at the offices, I show off *Stormlord* to Dominic (mmm, very impressive – Ed) and am informed that I must take a few snaps of everybody (definitely NOT my idea – Ed). Needles to say, anybody I point the camera at (including Dominic!) runs a mile, swears at me or threatens to bust the camera. Anyway, from the photos I did manage to take, you can see that the Hewson offices should ideally be based at either Broadmoor or Rampton. By the way, you can win my camera (well, a replica – Ed) in the *Cybernoid II* competition in this issue. Sandra finds time to show me the rough artwork for *Stormlord*. Seems as if nubile young women (not my sort, really) squeezing out of perfume bottles is the 'in thing' at Hewson. Some of the sketches should be scattered around the page.

Stardate: 25 August 1988

Received the first demo of the *Cybernoid II* music soundtrack today. I'm impressed that although the soundtrack melody is quite different from the original *Cybernoid*, Dave Rogers has still managed to capture the *Cybernoid* atmosphere. Great stuff. My only problem now is to find the memory to put this lot in! (By the way Dave, why the A4-sized jiffy bag for just one cassette tape?!)

Stardate: 26 August 1988

It's 11am and I'm just putting the last entry into the Log. Guess where I'm going today. Yes, Hewson HQ! The poor old Fiesta just can't take anymore of this (especially the way I drive).

Catch you later . . .

ARCADE ACTION





Are you heading for the seaside this summer? Have you already been? Well, fear not, whether you're waiting to go, or have just come back PHILIP KING and MARK CASWELL (the gruesome twosome) have some crucial info on the latest hits at the arcades. These are the summer coin-ops of 88. With wad in hand, they trekked on down to (sunny?) Blackpool . . .

THE MAIN EVENT

Konami

Good evening grapple fans, welcome to *The Main Event*, Konami's new tag-team wrestling game. *The Main Event* isn't like the poncy, fixed UK wrestling it's All-American style, and that means anything goes.

As in the real thing, up to four people can play simultaneously. You're choice of opponents must come from such pleasant chaps as El Condor, Saturn Six, Bigfoot Joe, Kamikaze Ken, and Alan the Empire, (one of the contestants resembles American wrestler 'Hulk' Hogan, and I swear the San Antonio Smasher looks like Stevie Wonder – moves a bit faster, though). Choose carefully, the lighter wrestlers have speed and agility on their side, but the heavier guys use their weight to good advantage.



▶ Introducing the heavyweight grapplers

With players chosen, it's on with the bout. One fall, one submission, or a knockout decides the winner. Once the customary introductions have been made the fight begins. Cabinet controls consist of a joystick, a large 'action' button, and a smaller 'tag' button. Use the action button to access moves like overhead throws, smash headlocks, forearm smashes, and lethal drop kicks.

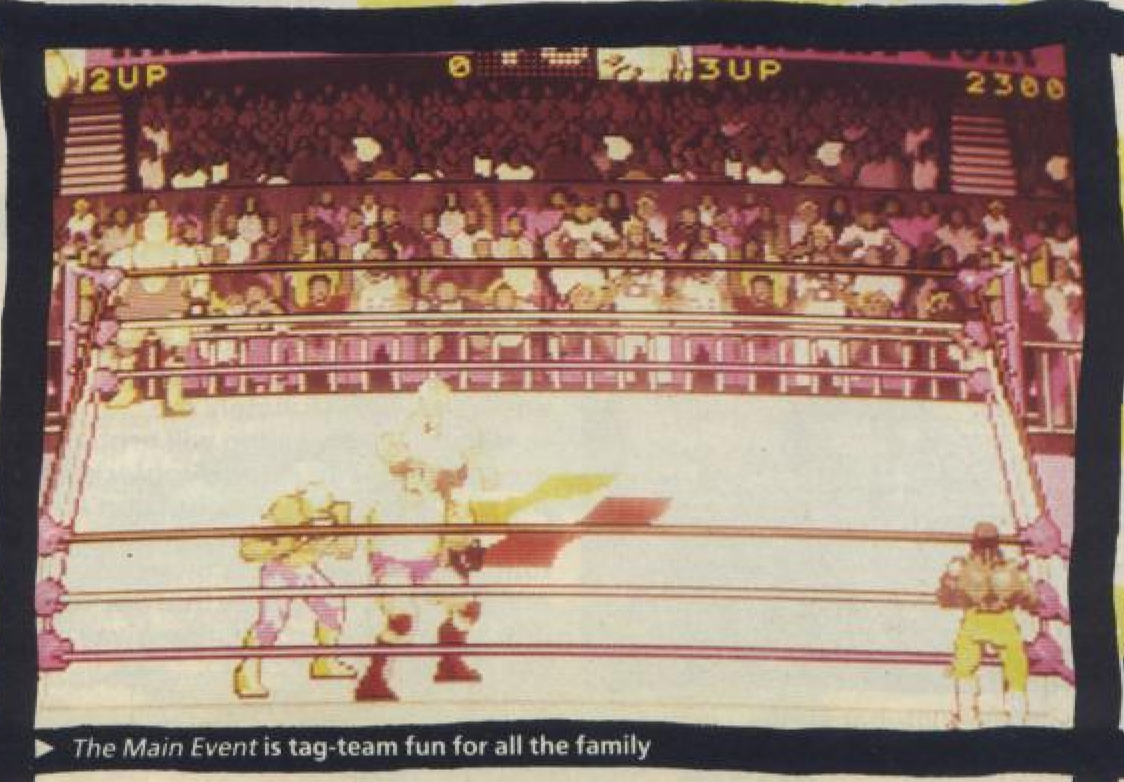
Bang your challenger to the floor and a fall can be attempted, just pin him to the ground and hammer away on the action button. This is where the real action starts. It's all very well holding him down but you have to keep an eye on his partner. Like all good ring contests he has a tendency to move in a bash you off his chum – although your tag partner can intercept and kick his head in before he gets the chance! More frantic 'action' is needed if the tables are reversed and you're flat on your back.

At any time during the game you can tag your partner and give him a turn at bashing the living daylights out of the opposition. Just move to your corner, hit the tag button and away he goes.

The team who win get their picture in the newspaper (lovely touch) and the losers are left to slink out of the ring with bowed heads. The graphics are great and the Master of Ceremonies spurts out some fairly recognisable garbage. In fact *The Main Event* is full of nice touches, which will draw lazy layabouts as well as Daley Thompsonites. Search it out, you'll love it!



▶ Throw him off to beat the count



▶ *The Main Event* is tag-team fun for all the family

TOOBIN'

Atari

Ah, those lazy days of summer, lounging in the sun, sipping cool drinks by the swimming pool. Bif and Jet are two kids who are on their way to a beach party, but they shun all normal modes of transport, and plan to arrive by floating down the river on the inner tube from an automobile tyre.

Toobin' is probably one of Atari's most novel game ideas and has a very cutesy feel to it. This coupled with the neat graphics and rousing tunes and spot effects, makes it a very playable game. I must admit I almost had to be prised off of the machine at the end of the day. (Well, Mark did have an infinite supply of money – Ed.)

You start your trip on the Colorado Rapids travelling through progressively weird scenery including Indian Territory, the mucky City Sewers, the Prehistoric Era, the cool Yukon River, and the not-so-cool Nightmare Lands. Four buttons (set in a circle) are used to paddle backwards and forwards, with a fifth used to throw tin cans at obstacles and irate riverside inhabitants (they'd love to pop your tyre). These include polar bears, penguins, jungle tribesmen, Indians, and the terrifying demons, who try to singe your backside with fireballs!

Although a well-thrown projectile will destroy or deter all but the most determined foe, they are in short supply – luckily they can be replenished along the way. Other collectable items are the all-important six packs of drink, the odd treasure chest and special bonus point gates which appear at certain points along the river. But perhaps the highest points can be attained when the letters T-O-O-B-I-N are gathered.

So will Bif and Jet make it to the party, or will the wild waters get the better of them? They had better hurry, or that large crocodile will have them for dinner. Spend a few 10p's and find out. Although I warn you, once you start playing you'll be hooked.

► Bif and Jet reach their goal (in life?)

P47 FREEDOM FIGHTER

Jaleco

Set in the flak-filled skies of Europe and North Africa during World War II, *P47 Freedom Fighter* (sounds like a Inland Revenue form!) allows one or two players to pilot allied fighter/bomber planes. Waves of enemy aircraft swarm around your plane as you drop bombs onto huge enemy tanks and installations.



The view is sideways-on and the action is no-nonsense mindless violence at its very best! Defeating the huge enemies at the end of each level involves much frenzied blasting (these include a ship, a massive Tiger tank and even a train). Most of the time the screen is filled with colourful explosions as the action makes the Battle of Britain look like a common air show. Despite the large tanks the game isn't particularly visually impressive, and soundwise there's a complete absence of the now-typical digitised speech. This is rather a shame, as even though the gameplay is unoriginal, it's tremendously addictive. Unfortunately the mediocre presentation will probably mean that *P47 Freedom Fighter* is not the success it deserves. But don't be put off by its lack of gimmicky features (no hydraulics or weird controls); it's the game that counts, and once you start blasting away, you'll find it hard to stop.

CONTINE CIRCUIT

Taito

Continental Circuit is Taito's latest racing game currently vying with the likes of *Out Run* etc for pole position in the arcades. What makes *Continental Circuit* different from the rest is that it uses some innovative 3-D glasses – effectively. Although, the time limit and ranking system are enough to keep most people playing.

You start in Brazil and must finish in the top eighty if you want to travel to the USA. Get in the top sixty there and you can go on to Japan, where things get a bit tough (top three stuff!). The imposed time limit means that you have to drive like the proverbial bat out of hell. Drive like a granny learner and you'll be wasting your money.

I loved the steering – it's very responsive –, wheel spins and skids are all to easy to achieve if like me you are a little heavy-footed on the accelerator. (Bang goes the

DRAGON NINJA

Data East

Beat-'em-ups have always been popular in the arcades and this new release from Data East should continue the unrivalled addiction of bashing someone's, or something's, head in. The game concerns two hard-man Ninja warrior types, who decide to use their martial art skills to rid the world of the shuriken star-throwing, sword wielding baddies once and for all. (Good for them – Ed.)

Firstly you must decide whether to face the evil hordes alone, or get a friend to lend a much-needed fist. The first level sees you fighting with the enemy atop of a speeding lorry. Oriental thugs leap onto the players' vehicle from cars (yes, they're stunt ninjas as well). Once the lorry stops, the player can hop down and face the inevitable end of level super baddo – one mean customer. Later levels include fisticuffs on the roof of a goods train, in a warehouse and in spooky caves, where the enemy are aided by vicious dogs and falling stalactites. The reason for all of this kicking, punching and sword waving fun? Well, it is all a run-up to the inevitable final showdown with the big boss on his personal helicopter.

Ok, so *Dragon Ninja* doesn't add much to the ancient martial arts theme. But I for one found it to be playable, maybe in part because I enjoy this type of game, but also because of the original locations of some of the battlegrounds (on top of a lorry, indeed!). The action will certainly keep you on your toes as it comes thick and fast from all angles. Although an assortment of weapons can be attained along the way, the sheer weight of enemy numbers will slow you down – especially when my favourite baddie is around. He appears later on in the game and has a habit of stopping in the middle of the fighting, chanting to the gods and promptly increasing tenfold!

Hardly original but penny-pinchingly addictive.



► What a strange way to hitch a lift



► The transformed heroes are faced by an eyebrow-raising end of level creature

...ENTAL

Company Car! – Ed.) But with practice you'll find yourself zooming around the bends at break-neck speeds. (Nigel Mansell? Huh, passed him ages ago!) Collisions with rival cars or roadside obstacles aren't immediately fatal. The car starts to belch black smoke, which if not extinguished at the nearest pitstop, develops into a fire. Boom! One barbecued driver.



► Climb inside for a 3-D racing experience

High speed collisions are instantly terminal. The 3-D is at its greatest here – wheels almost seem to spin out of the screen. Keep an eye out for rain, complete with thunder and lightning effects, as this makes steering tricky – stop off at the pits for a change of tyres, and use puddles to keep the tyres cool.

Up to date and exciting. Well worth a spin!

ALTERED BEAST

Sega

'Rise from your grave, and rescue my daughter', says the ethereal figure and what else can you (and a friend) do but oblige the worried chap? You must romp through five levels of very creepy locations in order to rescue the girl.

You control an Arnold Schwarzenegger-type hero, complete with loin cloth and sporting a punch that would probably floor the likes of Rocky Balboa. Get really violent, though, use one of your assorted (but limited) selection of special weapons.

As you stalk through the various locations (which include ruins, underground caves and swamps), you are attacked by animals and creatures that wouldn't look out of place in your worst nightmares. Snakes, headless skeletons, large blue blobs (!), and maniacal winged creatures vie with each other to bring about your demise. Killing the creatures reveals a spirit ball, with which you can 'power up'.

Collect enough spirit balls and you change *Knight Lore*-style (a stunning transformation that is probably one of the highlights of the game) into one of several beasts. These include a bear, a dragon and a wolf. In these guises your punch would fell a skyscraper and your special powers are damn near invincible. Battling your way through to the end of a level brings you face to face with a rather wizened old man.

Not much of a super baddie I hear you mutter, but, with an evil cackle and a puff of smoke, he changes into a vile creature who thinks nothing of throwing heads at you, or even a few eyeballs if you're unlucky. Suffice to say all of the super baddies are mean dudes and need many hits to destroy them. Once they are defeated, the vile creature's dying curse is that your super powers be stripped from you, so you enter the next stage as puny as you were when you first bunged in your 10p's.

Despite the fact that *Altered Beast* is a fairly run of the mill 'rescue the fair maiden' type of game, the nifty graphics and the old 'I wonder what kind of nasty surprises are waiting on the next level?' sort of feeling make for compelling gameplay. Look out for it in your local arcade over the next few weeks, it's worth playing just to see the character-transformation scene.

AFTERBURNER

Sega

If fast action is what you're seeking then look no further than *Afterburner* – the game's main appeal lies in its exhilarating speed, perhaps a bit too fast! The attractive detail of the ground features is difficult to see as they zip past at an alarming rate – there's just no time to admire pretty graphics when you're bombing along with the afterburner in full use.

Progress is made very difficult by the sensitive nature of the controls – the plane goes into a roll at the slightest movement – so gameplay mainly involves veering left and right, whilst blasting like mad at the enemy planes and tanks. Luckily your plane is equipped with some deadly weapons, including a host of different missiles plus a useful cannon. Extra fuel and weapons can be obtained by landing at friendly airbases, and are essential for success in this challenging shoot-'em-up. The high level of difficulty is a bit off-putting, especially when it can cost up to £1 a go (a bit steep ain't it, John?) in the hydraulic cabinet. For those who don't like being buffeted about, non-hydraulic cabinet and stand-up versions exist (and shouldn't cost quite as much).

Sadly, *Afterburner* relies too much on its sheer pace of gameplay and impressive graphics, but less on actual content. Worth playing at least once for a hair-raising experience (saves on gel, Dom!).

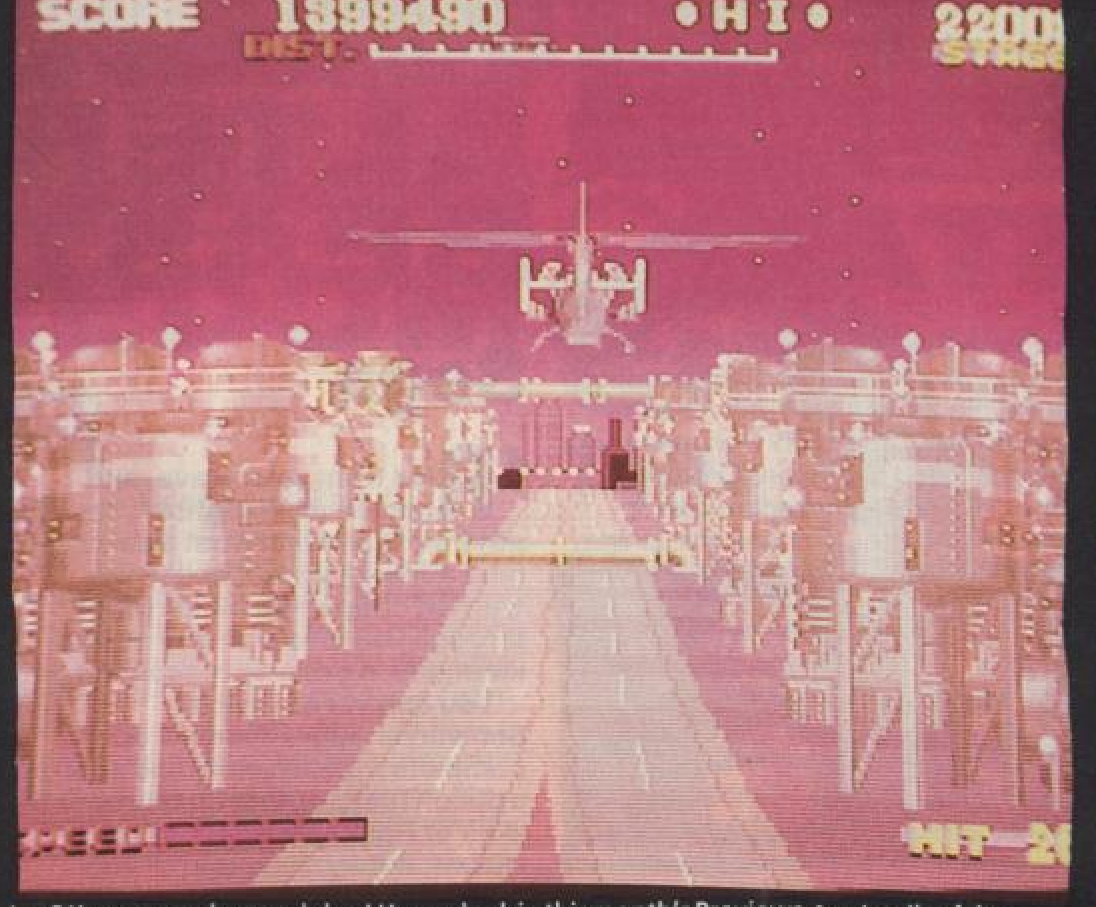


▶ US Gold's Richard Tidsall gets a bit confused and jumps in *Afterburner* (soon to come from Activision). Can't you handle a chopper, Richard?

THUNDERBLADE

Sega

After catching your breath from zooming around in *Afterburner*, jump on the latest helicopter sim, *Thunderblade*, again by Sega. The player sits in an elevated, swivelling seat and uses a massive joystick to control the chopper as it hovers and thrusts through the two types of 3-D landscape. As with *Afterburner*, control is a major problem in *Thunderblade* – the huge joystick is very sluggish and totally unsuitable for the frenetic nature of the high-speed action. If it wasn't for this anomaly, the game would be very playable indeed. Basically a single point perspective 3-D shoot-'em-up, *Thunderblade* features some attractive layered graphics. Weaving through the well-defined buildings and trees creates a real feeling of tension – one tiny mistake and the helicopter is sent crashing into the ground. The game also contains vertically-scrolling sections for added variety, including those over city streets and a deep blue sea. Overall it's such a pity that the awkward controls spoil the fun to a great extent. Nevertheless, if you can master the realistic flying method (perhaps you're a pilot), there's plenty of enjoyment to keep you piling in the coins. More of a challenge than *Afterburner*, and also more convertible to home computer formats.

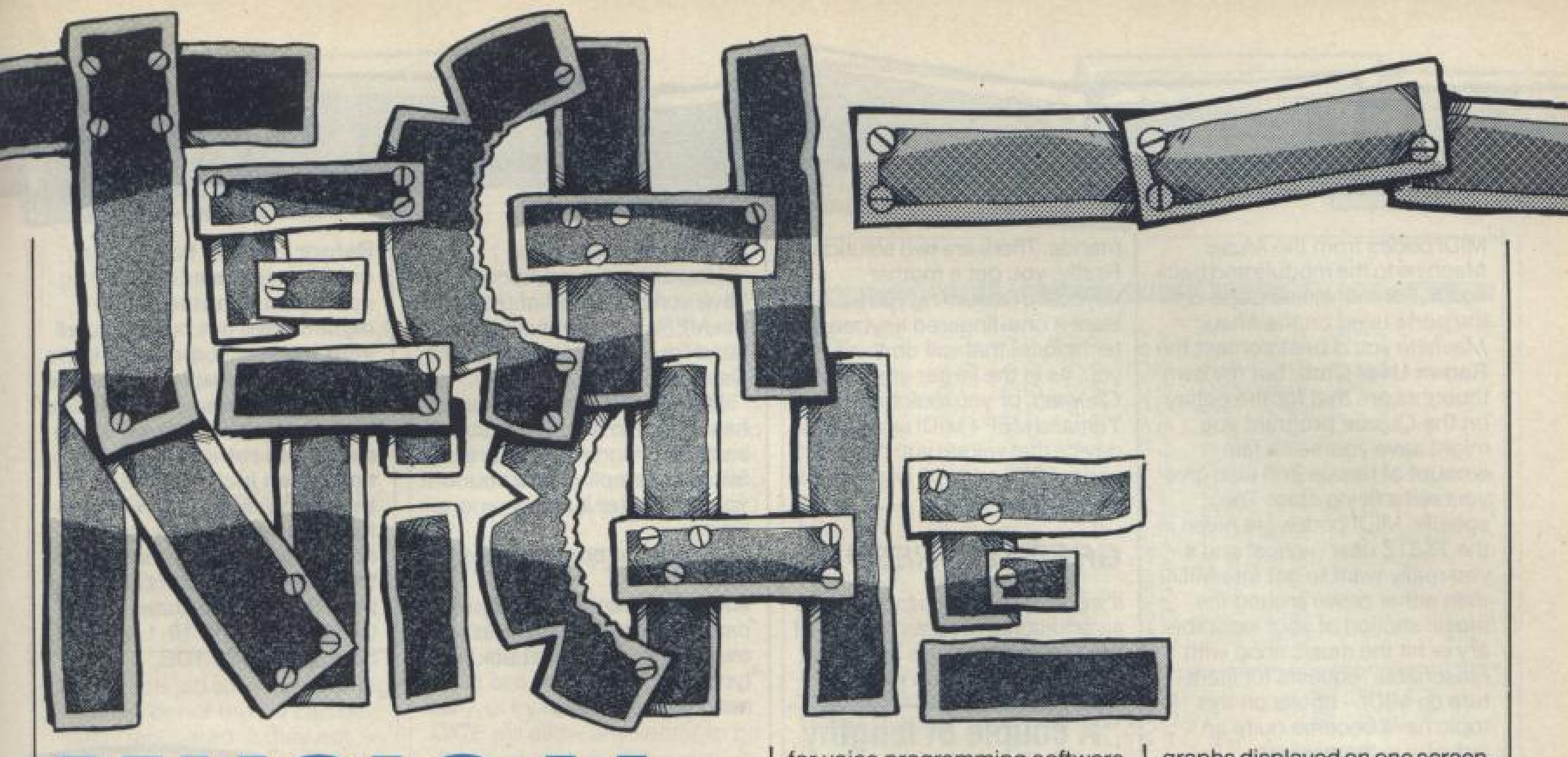


▶ OK, no more chopper jokes! Have a look in this month's Previews for details of the Spectrum version of *Thunderblade* from US Gold



The home computer version is great and the coin-op is still popular in the arcades. Frantic action and uncomplicated gameplay keep *Roadblasters* among the most addictive arcade racing games.

Many thanks to Noel at the Oasis Arcade in Blackpool. For without his help you'd have had four blank pages. Cheers, Noel. And you all know which arcade to play in when you go to Blackpool, don't you?



MUSICAL CHORES

In true Bates Motel style, JON BATES becomes a multitasking person(ality). He's got all that readers' post to deal with, plus an indepth (deeper than the swamp) review of the TX81ZX tone module and its voicing program. It's a hard life, Jon!

FOR SOMETIME now the *Yamaha* FB01 tone module has been – along with the *Casio* CZ101 – the favourite budget approach to sound creation from a Spectrum. Regular readers will no doubt have noticed that we have had plenty of correspondence and programs for both. Just over a year ago *Yamaha* launched a new module, the TX81Z, which certainly outshone the FB01 in many areas, notably its ability to use a different waveform for one of the operators. I will go into more detail . . . (Good – Ed.)

Usually FM sound generation uses pure and simple sine waves, modulated together to combine and interact to form very complex wave forms and hence quite rich sounds. However, one of its downfalls was that the sounds could lack a certain richness that was found on analogue and certain other types of sounds synthesis.

The DX7 used six operators which gave the programmer some room to manoeuvre because the more operators you use for creating sound, the richer the sound. The FB01 and all the other synths from *Yamaha* used four operators. One way round the problem would be to have one of the operators capable of generating other wave forms besides sine. This would give a much wider variety to the sounds created from even only four operators. This is exactly what happened with the TX81Z and its subsequent keyboard follow-up, the touch sensitive DX11. Not only has it those attributes but Yamaha also followed an idea through from the FB01 and the DX21 and put in Performance Memories: that is user-selected and set combinations of voices that are tailored for individual needs – split or layered sounds plus chorus and detune effects with set pitch bend and MIDI peripherals all set up.

This is a very basic outline of the TX81Z which has 32 internal voices in banks, A, B, C, D plus 32 performance memories. It will also accept DX100 voices via the cassette dump and load interface, as well as the usual MIDI dump facilities. It is, of course, touch and after-touch responsive and has a fine set of voices with it when purchased; thanks to the aforementioned different wave forms, the voices are much richer in character and timbre.

Since the TX81Z has now been around long enough for shops to offer discounts and the secondhand market to build up, there has been a growing need for voice programming software for it. The cost should be about £375 new and approximately £250 secondhand.

THINK TWICE

Many of your letters mention the fact that you have got or are thinking of getting one of these tone modules to add to your setup. A TX81Z plus a touch sensitive keyboard would indeed be a good deal. However, I would recommend that if you were thinking of buying them separately you might consider giving the keyboard version, the DX11, a look over as it comes complete with touch sensitive keyboard and can also be programmed from TX81Z software as well as accepting the DX100 voices.

This fact has not escaped our friends down at *Quasar*, neither has it passed **Martin White** – he of the FB01 and DX21 programs – who popped into the Motel recently. I will avoid making a tit-for-tat comparison as they are not always straightforward. However, I would point out that

> **'It's a great advantage to have all the graphs displayed onscreen'**

Quasar are prepared to make their program run on any interface and disk drive, and Martin's is specifically designed for the XRI interface.

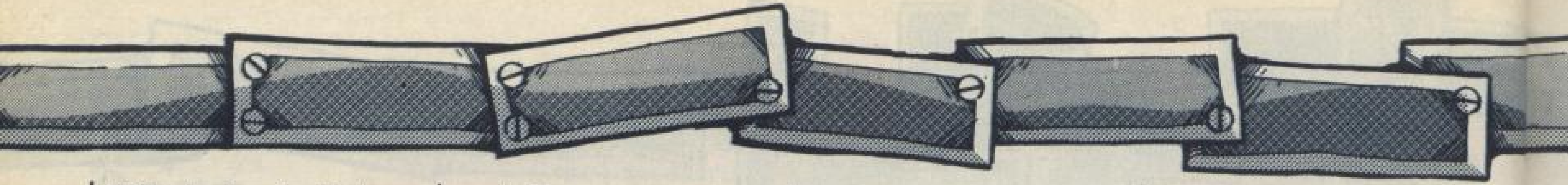
The *Quasar* program follows the same format as their other programs. There is one main screen in which all the peripherals of the sounds are displayed. They are graphically shown in either bar or line graph form. Each area is made active by moving a yellow cursor around the screen till it rests on the specific area you want. It's a great advantage to have all the graphs displayed on one screen, you can see what each operator is doing. Many of the 16-bit well-expensive programs do not have this feature; you are forced to flip from operator to operator, although you might get a dotted line tracer of what is happening with the other operators it is certainly not as efficient as this screen design. Indeed the only problem is that, unlike the super expensive programs, you can't pull the graphs around with a cursor or mouse. That aside, it is very easy to work with and at £9.95 it's a bargain. It has the library and bank facilities found on the other voicing programs and this means that you can send to and from the module in either single or bank mode. You can also load up to 128 voices into the library and pick them out for editing, or pull a single voice from the synth directly to the editing page. All these are accessed with a rotating tumbler effect that appears at the bottom of the screen.

Martin White's program uses a similar format to his other programs in that all the parameters are displayed in numerical form on the screen in lists. Scoot the cursor around the screen and increase or decrease each peripheral at will. This will set you back £24.99 and I have to say that it could do with more graphics to make the program a little more user-friendly.

Nevertheless it's a very efficient program. I'm sure that it won't be the last of voicing programs for the TX81Z by any means.

DESPERATE MEASURES

By a happy coincidence, here is a guest who has a TX81XZ and a *Music Machine*. **Roger Mephan** from London is *desperate* to try and write a simple editing package for the two and wants to know how to go about sending ▶



MIDI codes from the *Music Machine* to the module and back again. For real inside dope on the ports used on the *Music Machine* you'd best contact the **Ramm User Club**, but my own thoughts are that for the outlay on the *Quasar* program you might save yourself a fair amount of hassle and also give yourself a flying start. The specific MIDI codes are given in the TX81Z user manual and if you really want to get into MIDI then either prowl around the music section of your local library or hit the music shop with reasonable requests for literature on MIDI – books on this topic have become quite an industry in themselves.

Roger is also annoyed that he can't hook up his Casio MIDI Guitar with the tone module AND the *Music Machine* to get both sequences and real-time performance playing merrily away.

Well, it should work via the THRU port of the *Music Machine* but if this does not work then try one of the inexpensive MIDI splitters from **Philip Rees**, mentioned many times before in these pages. He extols the virtues of his DG20 guitar and recommends the setup to all and sundry. Finally, Roger would like some device that would give him pitch change somewhere along the line plus other control commands. There are two solutions. Firstly, you get a mother keyboard (assuming you have at least a one-fingered keyboard technique) that will do this for you, as in the larger ones from *Cheetah*, or you look out for a *Yamaha* MEP4 MIDI workstation device that will set you back just under £200 and will perform all these tricks for you.

GREEDY, GREEDY!

It would be possible to code it as an additional program on top of the *Music Machine*'s but I fear you may well use up memory

'A couple of lengthy pitch bends and several K of memory are chewed up'

area that is needed for the samples. The alternative is to purchase one of the dedicated sequencer packages for the *Music Machine* and insert the patch changes in the sequencing routine, though this won't help with the bending. I would try and avoid putting pitch bend into the sequence itself, as it is very greedy with memory space – a couple of lengthy pitch bends and several K of memory are chewed up. Leave the bending for real time, I think.

However you would need to have some method of placing the MEP4 bend wheel close to hand for using it along with the Casio.

Matt Burke from Sheffield has added to the simple sound sampler program listed in Issue 55. After sampling your sound, if you then enter into the program listing:

```
SAVE "SAMPLE" CODE 65408,65535 - 65408
```

and then save the file to tape you can use the sound saved in your own programs. Call it back in by typing;

```
RANDOMIZE USR 65408
```

Before I go and tidy up the cabins, please accept apologies if mother and myself have not replied to all your letters. Sometimes there just aren't enough hours in the day! And unless you would like to dive into the bottom of the swamp to retrieve your cassette then include an SAE so that all cassettes can be dutifully returned. More replies and reviews next month. Till then keep the letters flooding in to Batesy, The Bates Motel, CRASH, PO Box 10, LUDLOW, Shropshire SY8 1DB.



Top Tech Tipster IAN CULL picks up the CRASH Tech Niche column where Simon Goodwin left off. This month Ian takes a look at a Spectrum +3 disk management system, more Tech Tape tips and introduces a new section for +3 owners. Well Ian, good luck!



DICING WITH DISKS

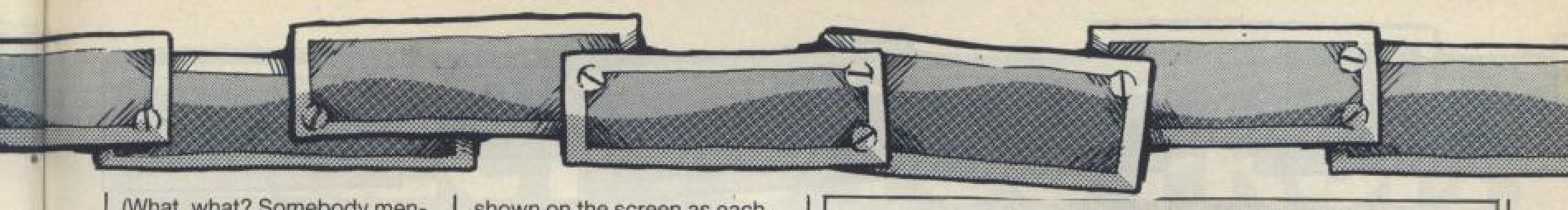
Get your +3 disks in some sort of order

THE *DICE* (Disk Information Copier Editor) is a menu-driven program for the Spectrum +3 from **Kobrahsoft** (☎078-130-5244).

The program allows standard +3 DOS disks to be examined, altered and copied without requiring detailed knowledge of the way +3 DOS works. However, *DICE* cannot handle non-standard disks, so cannot be used to copy protected disks. The program can be run from +3 BASIC, loading at address 40000, which allows reasonably sized BASIC programs to co-exist. When RUN, the program gives a graphic display of the usage of the disk, and offers the menus **File**, **Disk**, **Copy** and **New**. The New option is used to 'log in' a new disk to be worked on.

The graphic display gives a clear indication of how full the disk is, and where the spaces are. A fragmented disk (where the spaces are in lots of little sections) can be easily seen and understood. Pressing F, for the File menu, gives a new display of the directory of the disk (in two halves). Deleted filenames are shown, and any file can be selected using the cursor keys. Files can also be erased or renamed easily using this menu.

Once a file has been selected, a new graphic display shows where the pieces of the file are stored on the disk. In addition, the file header (for a +3 DOS file format) can be read, giving information such as the program length and type. File attributes can be changed too (though this is unlikely to be useful to +3 owners). The file's contents can be viewed (128 bytes at a time) or the editor can be called up.



(What, what? Somebody mention me? – Ed.)

The most useful option here, however, is to recover an erased file. This is always a risky job, since the file's overwritten if further disk use has been made since the file was erased. *DICE* makes this job easy by reporting whether or not the file can be safely recovered. It may not always be possible for *DICE* to give a correct report (if, for example, a new file overwrote the old file's data, and was then itself deleted), so it is still advisable to check through the recovered file. *DICE* can also be used to check any more recent erased files, to investigate whether they were occupying disk space required by the now to be recovered file.

'It may not always be possible for *DICE* to give the correct report'

Pressing D from the main menu selects the Disk menu, which allows individual sectors on the disk to be displayed, and edited. Each sector is displayed in four 128-byte pages, and can be selected by track/sector, or by disk block. The sectors are displayed in hexadecimal, the character representation is also shown. An additional feature, when examining +3 Basic programs, is that the appropriate keyword, where appropriate, is shown on the screen as each byte of the sector is selected.

DICE can search the disk for specific information, entered byte by byte in decimal, hex or by character. Searching is very fast (less than a minute for all forty tracks) but can be aborted during the search. Any displayed sector can be altered, by calling up the editor. (Me again? – Ed.)

CALL UP THE ED

This allows a particular byte to be selected using the cursor keys, then changed. The new value can be entered numerically, or by typing the character. *DICE* will allow any sector to be changed (including the disk's boot sector), so should be used with care. However, changes to disk are not written unless confirmed by selecting the Save to disk option. One slight problem with the current version of *DICE* is that the documented way of exiting from entering new data by character (ie pressing ENTER) does not work. However, pressing a cursor key works fine.(?)

'A maximum of only three disk swaps is required to copy a full disk'

A useful extra facility of DICE is the Copy function, which (believe it or not) can be used to make copies of disks quickly. Information is read from disk into the extra banks of memory, so a maximum of only three disk swaps are required to copy a full disk (this is an improvement on even the *CP/M Disckit* program). The copy also automatically compacts the disk, releasing all the free space to one block – which should improve disk access tremendously on a well-used (fragmented) disk. Such disks can result when lots of files of varying sizes are repeatedly SAVED and ERASED, as AMSDOS tries to make 'best' (but not fastest) use of the disk space. Other systems (such as the BBC DOS) avoid this by only using a disk space large enough for the whole file. But then little gaps are left all over the disk, which are wasted till the disk is COMPACTED.

The normal +3 COPY "A:" TO "B:" will not improve the situation, since it copies the disk identically, complete with the fragmented files in the same positions on the new disk. Copying each file individually will cure the problem, but it is very time consuming.

The *DICE* Copy will sort the disk automatically, since it does the equivalent of copying each file name by name, but without the tiresome disk changes. The improvement that can be made depends wholly on how your disks are used. If an early file is deleted and replaced by a larger file, then the new file is likely to be fragmented – the *DICE* graphic display of the file shows how.

```
 A:   BLK:2        TRK:1      SECT: 4.0

50 4C 55 53 33 44 4F 53  PLUS3DOS
1A 01 00 97 23 00 00 03  .....#...
17 23 40 9C 00 00 00 00  .#@.....
00 00 00 00 00 00 00 00  ........
00 00 00 00 00 00 00 00  ........
00 00 00 00 00 00 00 00  ........
00 00 00 00 00 00 00 00  ........
00 00 00 00 00 00 00 00  ........
00 00 00 00 00 00 00 00  ........
00 00 00 00 00 00 00 00  ........
00 00 00 00 00 00 00 00  ........
00 00 00 00 00 00 00 00  ........
00 00 00 00 00 00 00 00  ........
00 00 00 00 00 00 00 00  ........
00 00 00 00 00 00 00 00  ........
00 00 00 00 00 00 00 4E  .......K

PRESS:      <^v>  SCAN        Q QUIT
BYTE=80       C   CHANGE      S SAVE
WORD=19536        BASIC=P
```

NO SILLY STUFF

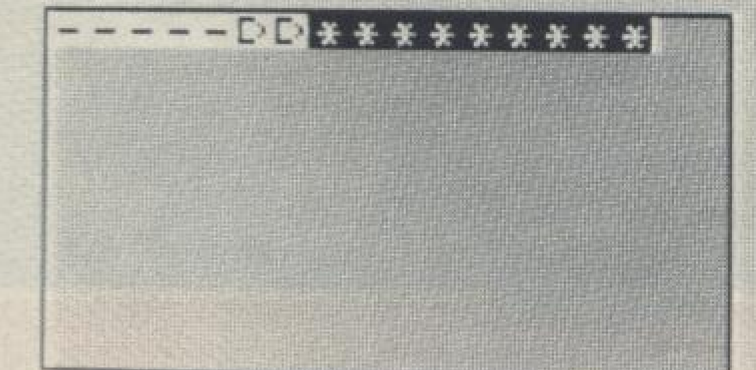
The *DICE* program is well written, and it is difficult to do 'silly' things. However, there is no check that the correct disks are inserted when doing a Copy – so open the write protect tab on the source disk before you start! There is also no support for a printer; all displays are onscreen only. There also seems to be some difficulty in accessing the data on track zero of the disk (the boot sector). However, This may be an AMSDOS restriction rather than a *DICE* problem.

'Even an expert may find it worth reading the manual'

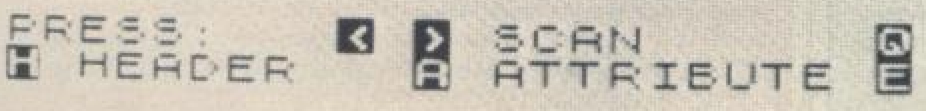
It is also unfortunate that any DOS error is shown only as a number, and not described. However, there is a list of errors in the manual (with very short descriptions). A full discussion of some of the errors, and how to cure them, would have been worth having, considering that the package is aimed at the non-

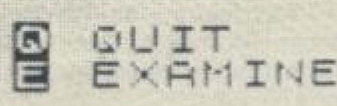
```
ENTRY NO 0

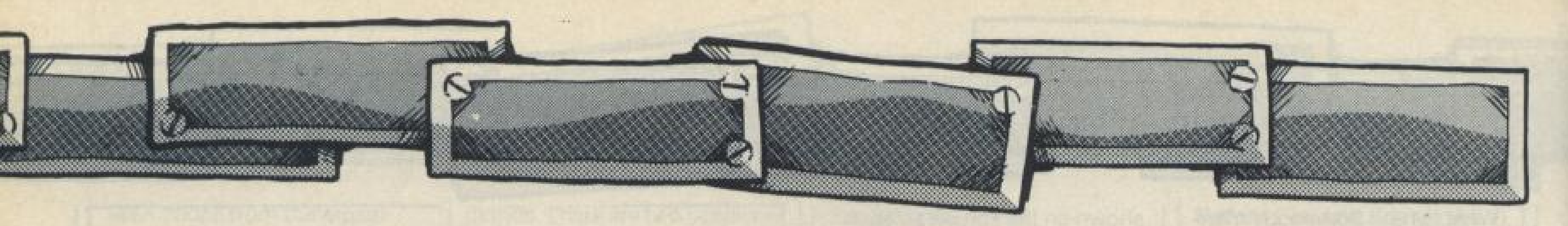
FILE:D
STARTS BLOCK 2  TRK 1  SECT 4
OCCUPIES 9K OF DISK SPACE
PLUS3DOS VERSION 1.0
CODE LOADS 40000 LENGTH 8983
```



- RESERVED
D DIRECTORY
* DATA BLOCK
NOT USED







expert +3 market.

Overall, the manual is extremely good, and worth reading by anyone wanting to know more about how +3 DOS uses disks. A very good appendix describes how the data is stored on the disk, including descriptions of the directory format. There is also a section detailing how to attempt to recover a file when part of it has been overwritten – it is suggested that this be done by 'grafting' a spare sector into the damaged part of the file, and an example is given to recover a BASIC program in this way. It would obviously be pointless to try to recover machine code files in this way!

The manual also has a menu map showing how each menu selects different functions – this is worth pinning up by your +3 for quick reference.

At £12.95, DICE is an excellent package for +3 owners who do not know everything about disks! Even an expert may find it worth reading the manual.

TECH TAPED

A NUMBER OF READERS have written in concerning the CRASH *Tech Tape*, available from CRASH Mail Order at £5.95.

Malcolm Goodwin (any relation of Simon N?) of Leeds sent in an improved turbo-loader/saver routine, which vastly increases the speed at which the code is set up ready for use. His installation program also prompts for the start address and length installation – this means that the values can only be set once, but this is normal when setting up pre-written code for a turbo-load. The loader itself is similar, still giving improvements of up to 50 per-cent.

Vincent Vity of Morecambe asks how to auto-run a turbo-loaded program. The answer is to save it (call the turbo-save routine) while the program is running, and save all the system variables as well (from address 23552 to the end of the program). Then, when the code is reloaded, the program will continue running from the instruction after the call to the save routine.

Mr Paulo of Portugal asks for details on *ZIP2*, the BASIC compiler on the tape. My best advice is to buy and try it. The compiler can handle most Spectrum BASIC instructions, but is limited to integer variables only (0-65535). Therefore, it cannot handle scientific functions, which need decimal numbers, or strings – though these could be simulated using PEEK and POKE functions.

David O'Rourke of Wallasey asks about the *Zip* BREAK program, for 'breaking into machine code'. This is described on Page 7 of the *Tech Tape* manual, but it can only be used to break into compiled *Zip* code, NOT for 'any' machine code. However, why not write all your code using *Zip* instead of your present assembler!

Mr K Cashmore of Radlett wants to help with his Timex 8056 printer and Interface One. Well, the *Tech Tape* has a screen copy routine for the 8056 printer, which may be worth looking at.

Mr Langley from BFPO 6, has a Tandy DMP130 for which he requires a screen dump program – any budding Tech Tipsters out there fancy a challenge?

If any other readers have comments, queries or improvements on the *Tech Tape*, please write in.

BYTE BITS

THE LATEST *Beta Basic* newsletter has arrived, once again containing useful hints for *Beta Basic* users (who better?). This month there is a listing for proportional text routine for the screen, and some fixes to *Beta Basic* for disk users.

Finally, I have received a copy of *IMBOS* for Microdrived Spectrums, from Companion (in Carlisle, ☎0228-35208). I shall review it in full next month, when my microdrives are up and running again! However, a quick glance shows such features as improved Microdrive command syntax, hexadecimal conversion functions, screen save/load to RAM, improved print formatting and built-in headerless tape load/save commands (ie, lots!).

+3 CORNER

I HAVE RECEIVED a number of letters already concerning the speed of the +3 disk drive when the command SAVE "DOS-ROM" CODE 0,16384 is typed in.

The times given by Simon Goodwin, of 18 seconds to save and 10 seconds to load, seem to be rather unusual. Most people writing in so far have save times of 11-13 seconds, and a loading time of 9-12 seconds – the average is 11.5 to save, and 10 to load.

Timings on my own +3 were 11.7 to save, and 10.3 to load. It would seem that most +3 disk drives are of about the same timing, with variations due to the timing methods used as much as to the drive's actual performance. The +3 drive is not especially fast compared with other computers, but it is certainly a great improvement on tapes (and more reliable than Microdrives).

Please continue to send in your timings, especially if they are wildly different from these. For comparison, **Julian Marshall** of Abingdon sent in his timings for a Disciple drive. In double density, a save took 7 seconds, and a load took just 1 second. In single density, these times are 14 and 1.5 seconds, respectively.

However, there is a simple way to improve ALL disk access times by about one third! For all those of you with the *Locomotive CP/M* package, try formatting a disk using DISCKIT, and doing the same timings on that disk. I timed a save at 6.7 seconds, and a load at 5.3 seconds. Similar increases are apparent when loading (*Multiface 3*) saved programs, so should be so for all disk access. The reason must be connected with the 'sector skew' used by AMSDOS. When the disk is set up to store information, each track is given a sector number. When data is saved or loaded, the sectors are accessed in numerical order. The problem occurs if consecutively numbered sectors are too close to each other on the disk. By the time the program is ready to write the next sector, the disk has already moved past it – a whole rotation must occur before the data can be written. By staggering the position of each sector (or 'skewing' it), access to each sector is likely to be more successful. This is, I assume, why the *CP/M* format is quicker. I will investigate further and report soon.

John Heggerty of Telford describes a problem he had experienced, where a full 64 files on one side of the disk stopped him being able to store anything on the other side. I have tried this, John, and not had any problem – are you sure that you remembered to turn the disk over! Seriously, though, has anyone else encountered a similar problem? There does not seem to be a logical explanation, unless it is a(nother) (now cured) bug in AMSDOS. What version number is displayed when the test routine is called up? Press and hold BREAK then reset the +3, then press QAZ and PLM together.

Mr K Mann of Woking asks where he can get hold of Locomotive's *CP/M+3*. The answer is almost anywhere, by mail order. My copy was bought from Microsnips in Wallasey. You could also try the CRASH Mail Order service!

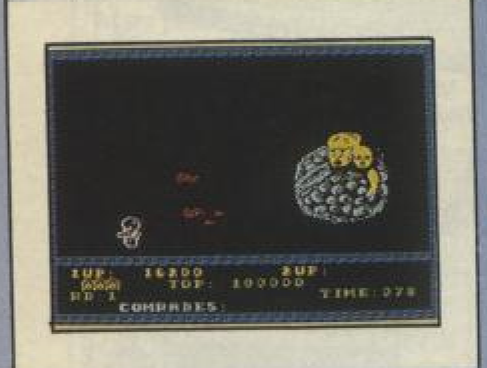
Adrian Dixon of Barrow in Furness has trouble with his +3 Centronics printer, connected to a Silver Reed EX32. The only printout he gets is during the QAZPLM self-test, which gives the report 'Printer Busy Failed'. I have an Epson MX80 which works fine on my +3, so maybe there is an incompatibility with the Silver Reed. There are a number of special signals in the Centronics interface, not all of which the +3 supports. Can anyone throw any light on this problem?

Finally, has anyone yet got a second disk drive to run on the +3? I tried a standard Amstrad 6128, but although it worked correctly, it disabled the internal drive. So I still only had one working drive! If any company is considering producing an add-on +3 drive (perhaps a larger capacity one), then we'd all be very interested to hear from them.

Before I sign off, just a few lines to say that next month I'll try to review *IMBOS* and might even find time for a PC Show report. So till then, get all your helpful hints and technical queries in loads of little white envelopes and send them off to the following address. **Remember**, I handle so many problems (they're starting to call me Agony Uncle Ian) that it's impossible to give personal replies to your queries.

The all-important address is **Ian Cull, Tech Niche, CRASH *PO BOX 10, LUDLOW, Shropshire SY8 1DB*.**

Producer **ACE**
Out of pocket **£8.99 cass**
£14.99 disk
Author **Pamela Roberts, graphics by Jack Wilkes and Mike Marchant**



ALIEN *SYNDROME*

● ***Attack of the mutant editors!***

Brave (and very modest) hero that you are, you have been sent to rescue ten comrades being held in a genetics lab by nasty organic mutations (who, I must admit, look remarkably like our beloved Ed after a heavy evening getting as newt-happy).

Licensed from the Sega original, *Alien Syndrome* is an ichor- (alien for blood) spattered romp through a *Gauntlet* style 'shoot first and ask questions later' game, brought to you by Softek International's new software label, Ace. And it is a surprisingly attractive conversion of the popular coin-op, which more than lives up to expectations.

You can choose to play Ricky or Mary, two veteran alien busters with a loathing for anything slimy. So alone, or with a friend's help, you set about pulverising the bug-eyed hordes.

The time bomb set, your search begins. Your basic shot blaster is fairly effective, but doesn't quite have the spatter effect required. Searching the complex reveals weapons bays, and touching them arms you with weapons to make Rambo proud. There are lasers, bombs, flame-throwers, fire balls, and a handy little device called an option.

Option is a small robot who follows you around and protects your rump – though care must be taken when in two-player mode because both players can kill each other, and the most annoying thing is to follow a player with an option blasting away at all and sundry.

▲ Beware the killer discs, or are they James Brown records?

Graphically *Alien Syndrome* is effective, with the daring duo (this game is best played with a friend, although my 'friend' Phil King kept shooting my character when I played doubles with him) rampaging around, trying to stop the ghastly (and I do mean that in the nicest sense) aliens from practising some (usually all) of their antisocial activities.

One thing that does put me off play a little is the slightly jerky screen scrolling, but once into the game, too much is happening to worry about this.

Once all ten hostages are freed (usually with much reference to the radar maps found scattered around the complex), you must make a beeline for the exit. You're only given a short time to achieve this goal, so speed is of the essence.

Here you are faced with a large monster to be destroyed within a time limit, and as the weapon used to free your comrades is transferred to this screen, it's best to collect the most powerful one available.

Once this is completed it's onto the next meanie-filled screen to blast the heck out of those vile green refugees from a science fiction movie. *Alien Syndrome* is a very playable addition to the ageing 'if it moves, blast it' game. Nothing new, but what the hell, I like it.

MARK 90%





PHIL Although *Alien Syndrome* has lost much colour in its conversion to the Spectrum, it loses nothing in gameplay. The graphics are cute and quite varied.

The massive alien at the end of each level is well-drawn and its animation is surprisingly smooth as it spews forth red gunge at you (which Nick mistook for Cherry Coke . . .). Unfortunately 128K owners get no extra music because 48K BASIC must be selected to load the program. Nevertheless, the existing sound FX are atmospheric enough without the need for snazzy title tunes.

What really makes *Alien Syndrome* so playable is its concept. Shooting squirming aliens is satisfying, and the half-screen scrolling makes progress more difficult than on the coin-op, as you never know what lurks ahead.

Whereas the one-player game involves frantic blasting, with two players more care must be taken to avoid shooting your colleague (clumsy Caswell should watch where he's firing his bullets!).

90%

◀ Watch out, there are aliens about

DAMN AND BLAST IT!

- The best weapon for destroying aliens while you collect scientists is the flame-thrower, but once you have collected them all, change to the laser for the mutant.
- Don't go mad! Just take it easy and don't rush around – you'll probably run straight into an alien.
- Don't bother with the maps as they waste time. Just follow the wall around and remember that the exit is at the top.
- When on the screen with the mutant, don't bother with the fire he throws out – just keep moving and it will eventually disappear.
- Once you've got the mutant down to just his head, shoot at it when it's still and move up or down as soon as it comes towards you.
- When fighting the second large alien, keep moving to avoid its bombs.

Not having played the arcade machine, I can't comment on how faithful the Spectrum conversion is, but it's a great shoot-'em-up nevertheless.

The graphics are simple but clear with the best being on the grotesque mutants between levels. Having male and female characters may stop sexist remarks, and as they both have equal abilities it doesn't really make much difference which you choose.

The game gets really going once past the first level, the aliens all change and the gameplay gets faster. You'll need to be quick with your fire button to survive *Alien Syndrome*, but it's well worth the sore fingers! **NICK**

90%

THE ESSENTIALS

Joysticks: Kempston, Sinclair, Cursor
Graphics: mostly monochromatic sprites, apart from the grotesque large aliens
Sound: limited to simple blasting effects
Options: simultaneous two-player option
General rating: all the gory gameplay from the coin-op has been maintained in this addictive conversion

Presentation	87%
Graphics	85%
Playability	86%
Addictive qualities	88%
OVERALL	**90%**

CYBERNOID II

● ***Smelt nurdy aliens and blast their weapons into smoking piles***

Producer **Hewson**
Lost Treasure **£7.95 cass**
Author **Raffaele Cecco, graphics by Hugh Binns**

When Nick Roberts was told there was going to be a sequel to his favourite thing in life (after banana and mushroom pizzas), he was delighted. Now, hard-working Raf Cecco's *Cybernoid II* is here at last, but how does it measure up?

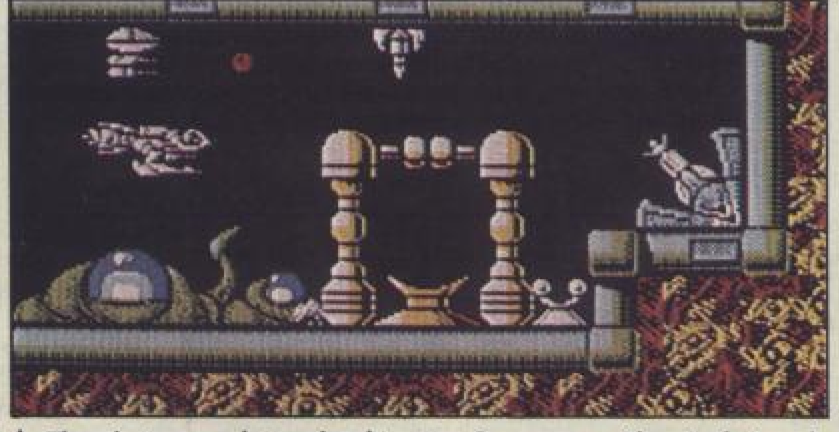
Well, at first sight it's very similar to the original with similar pirate ships and backdrops. In fact, the status panel is identical to the one in *Cybernoid*. The 'fighting machine' itself appears slightly bulkier, ready for the highly dangerous mission awaiting it.

As in the original, the Cybernoid craft explores a host of alien-inhabited screens, trying to recover as much treasure as possible by shooting pirate ships and collecting their cargoes. Apart from a laser gun, the Cybernoid is equipped with 7 extra weapons. One change from the original is the replacement of mines with exploding time bombs. However, the only difference here is that the time bombs are detonated after a few seconds rather than on contact with the enemy



▲ **You've reached the end of the level, but have you collected enough treasure?**

But some extra features do exist, such as the positively huge gun emplacements and even more huge grotesque heads spitting bombs. There are also two maces (one in the form of a miniature Cybernoid) to collect instead of the prequel's one. Another addition is the inclusion of horizontal lifts as well as vertical ones.



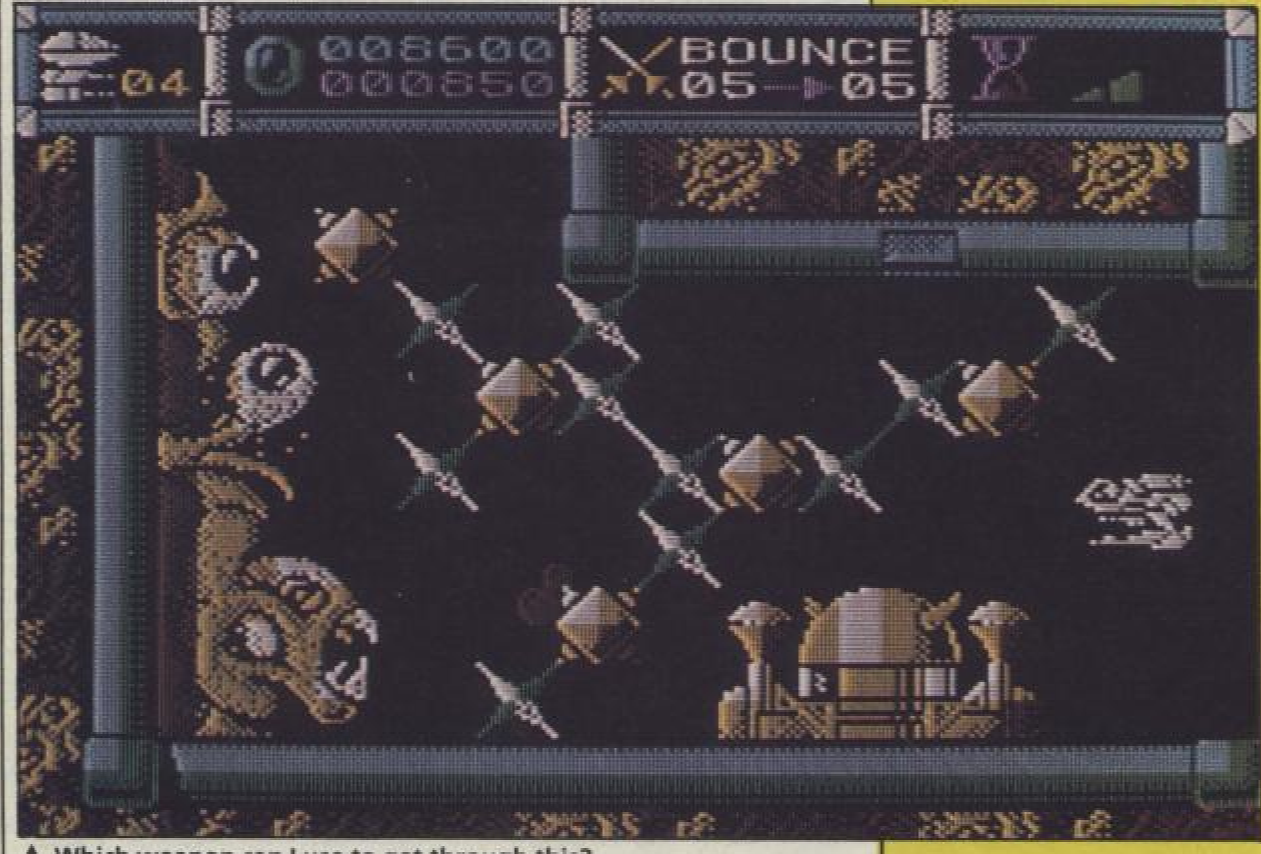
▲ **The pirates are determined to stop Cameron getting to that end of level platform**

CYBERGESTIONS TOO

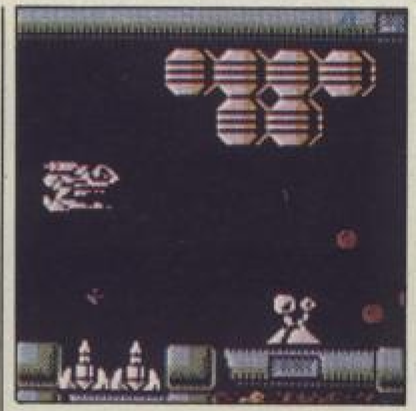
- **If there's a large gun-type object on the screen throwing bullets at you, take cover behind a piece of border and use seekers on it. Get ready for the alien – it spurts out when it dies.**
- **You have to collect over 1,500 points of treasure, so if you find a screen that has no land guns and loads of aliens, fire like hell and collect all the points.**
- **To get past the horizontal moving circles it's best to drop down on them just as the first one goes by. Once you're in between, just move with them until you can get out the other side.**
- **The best weapons for enemy-filled screens are the bouncing bombs, so select them if you don't know what's on the next screen.**

The main ship has doubled its width – which unfortunately makes it look clumsy and unattractive, but to make up for this there are animated aliens, three new weapons and more colour than Playing Tips (surely not?). The scenario of the game's exactly that of the original, but with a new tune playing all through the game, four levels and even a new cheat mode, there's plenty more Cybernoid fun to get stuck in to.

NICK 88%



▲ **Which weapon can I use to get through this?**



Nevertheless, I can't help feeling that this is essentially just *Cybernoid* with different graphics – it's such a pity it's not different enough to be outstanding in its own right. Having said that, it retains the massive playability of its predecessor, and boasts some new catchy in-game music. *Cybernoid II* is a well-presented follow-up which derives rather too much from the classic original.

PHIL 87%

MARK **It may be my imagination – considering the game is very similar to its daddy – but the play seems harder than before (and it was tough enough then). The vicious security systems are as beautifully drawn and animated as ever, and all spit lethal bullets at a frightening rate. I can assure you that on the first few games lives will be lost with extreme rapidity. Sound on the 128K version is also as good as before. Although it looks a little too much like its predecessor, *Cybernoid II* is a worthy successor.**

90%

THE ESSENTIALS

Joysticks: Kempston, Sinclair, Cursor
Graphics: a slightly bulkier Cybernoid and some massive enemy installations; everything appears chunkier than in the original *Cybernoid*
Sound: a catchy in-game 128K tune and atmospheric effects
Options: definable keys. Music can be turned off
General rating: not as stunning second time round, but still maintains the original's playability

Presentation	87%
Graphics	89%
Playability	87%
Addictive qualities	85%
OVERALL	**88%**

1943

Producer **Capcom**
Out of pocket **£8.99 cass £12.99 disk**

● ***Chocks away!***

Time moves more slowly in softwarespace – it's almost two years after *1942*, yet we've only just reached *1943*. The former game (Issue 33, 63%) appeared on the Elite label, Capcom, producers of *Bionic Commando* and *Street Fighter*, now bring you the sequel as unsurprising as its title.

The war in the Pacific Ocean is really hotting up, a message comes through that the Japanese battle fleet, including the Battleship Yamoto is in the vicinity of the Midway Islands. The order is given: destroy the Yamoto at all costs.

So a lone P38 fighter is prepared, now all it needs is a pilot. As you were Top Gun at the academy, and read all of those Biggles books in your youth, you volunteer.

You can't blame the Japs (who haven't got into arcade games yet) if they want to stop you from sinking their lovely new battleship, and so you're not startled when they throw every weapon at their command at your airplane.

The P38 is armed with standard machine guns, but by destroying certain of the enemy planes that attack you in droves, icons are revealed. Shoot the icons to select one of the six super weapons with which you can kick some yellow backside, or the POW icon which increases your energy levels. Such luxuries the guys would have loved, back in '43!

Run over the chosen icon to access it, but beware, although bullets for the standard weapon are unlimited, a super weapon only lasts for a short while. You only have one life, represented by the energy bar in the status panel. As the variety of enemy fighters, bombers and ships try to zap you, the energy level drops. Collecting POW icons replenishes it, but trying not to get hit by too much flak in the first place is probably the best way to keep energy intact, because if the level drops to zero, it's a long swim back to shore.

Once all the defences have either been dodged or blown to dross, Yamoto can be faced, and I warn you, it's one tough tomato.

I am not impressed with *1943*'s graphics. The sprites are nicely drawn and indeed animated, but the choice of the blue monochromatic colour scheme makes the whole presentation look bland. The sea looks more like a snow field than the middle of the steamy Pacific Ocean.

The game's content held my attention little better. I've never been very fond of these 'Biggles'-ish games, and sadly *1943* has not changed my feelings . . . dakka, dakka, whee, boom, splosh, over and over again.

MARK 51%

SQUASHING YAMOTOES

- **Move round the screen in a figure of eight, firing like mad.**
- **Pick up the power symbols to increase your firepower.**
- **Save the smart bombs for the large planes.**
- **Only use a roll when in deep trouble.**

Oh no, it's *1942* all over again! If there was ever a game which required the brainpower of a peanut to play, this is it. There's just nothing to it – all you do is blast the enemy planes to smithereens. OK, so you can collect extra firepower, but this only serves to fill the screen with a hail of bullets.

You can even collect two planes to fly by your side, making you virtually invincible as you can fill up about half the width of the screen with bullets. The only real hindrance to progress is the off-putting, dazzling white and blue background. When flying over an area of blue, it's almost impossible to see enemy bullets. *1943* is just not up to scratch – there are so many better shoot-'em-ups around.

PHIL 47%

▼ 'Biggles' Cameron is still going

NICK **If you thought that *1942* from Elite was bad, you haven't played the year that comes next. The planes are detailed and so are the backgrounds they fly over – great, you can't see what's going on half the time in the colour-clashless blue! And the sound is just a blip when you fire.**

Decreasing power as a game element is all very well, but as this can always be topped up, it's almost impossible to die unless you are completely hopeless at shoot-'em-ups. I wasn't very pleased with this coming from Capcom, after all, they did the great *Bionic Commandos* didn't they?

41%

THE ESSENTIALS

Joysticks: Kempston, Sinclair, Cursor
Graphics: monochromatic planes on a dazzling background
Sound: what there is isn't very impressive
Options: definable keys
General rating: a poor sequel to the equally dull *1942*

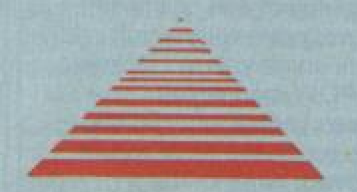
Presentation	49%
Graphics	55%
Playability	45%
Addictive qualities	41%
OVERALL	**46%**

DATEL ELECTRONICS

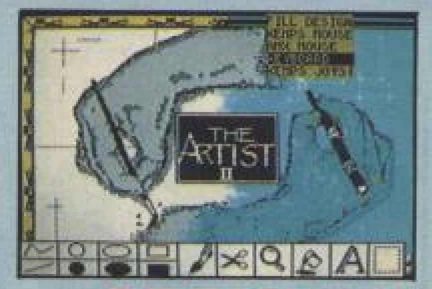


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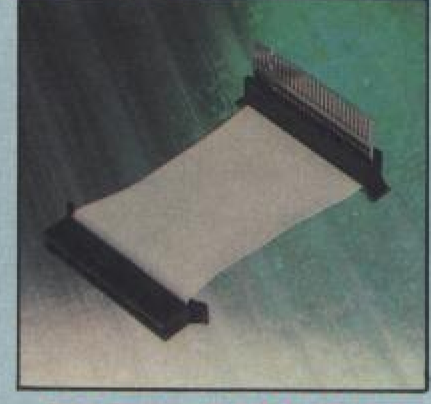
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Producer **Firebird**
Terran Credits **£ 7.95 cass**
Author **Graftgold**

INTENSITY.

● ***Frenzied arcade action without any bullets!***

Well presented, detailed graphics and animation, excellent sound effects and fun to play. That's *Intensity*. What more can I say? (quite a bit if you want to get payed this month – Ed). Oh OK, *Intensity* is one of those games that's so simple it's brilliant.

Perhaps I'd better tell you about it.

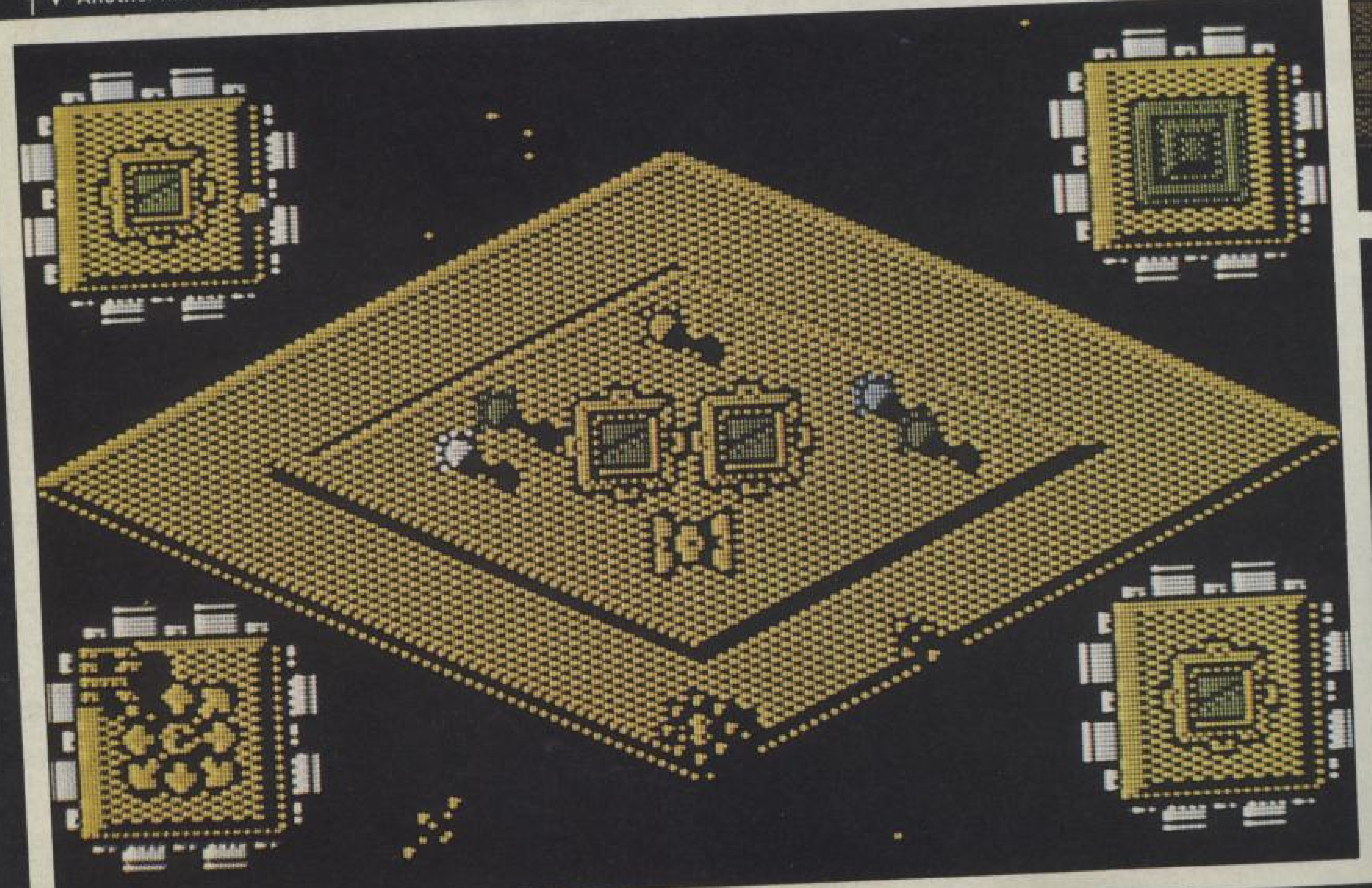
Set up to explore new planets for life forms and precious minerals, the Terran (Earth to everyday folk) Exploration Company is under attack by strange hostile aliens. The only course of action is to evacuate the spaceship Canis Major.

You control a skimmer which hovers around the screen, destroying alien spores by colliding with them. When fire is pressed, the drone craft positioned on the surface of the spaceship flies towards the skimmer's location – get out of the way or a lethal collision results!

The point of moving the position of the drone is that from time to time, colonists emerge from airlocks, hoping to make it to the drone before they run out of oxygen. However the many different one-screen levels throughout the game are littered with walls and other obstructions which cannot be crossed by the escaping colonists. Some buildings are so tall that even the skimmer cannot fly over them.

Those pesky aliens are pretty harmless in Spore form, but here's the catch – they mutate! If a Spore finds a suitable landing site it can turn into a Stalker and hop along the surface intent on catching a colonist. Should this happen,

▼ Another man's made it to the safety of the drone





a dangerous Nuclon fireball is produced which tracks and collides with the drone, causing much damage. Stalkers may also change into homing Trackers via the intermediate, chrysalis-like Podule stage.

Still with me? – I told you it was simple.

NICK As the action hots up it can get very intense (no groans, he means it –Ed). There's no difference between the 128K and 48K versions that I could see. Even though the tune and FX sound 128Kish they were also found on the 48K machine. *Intensity* is fast, furious and full of fun, excellent.

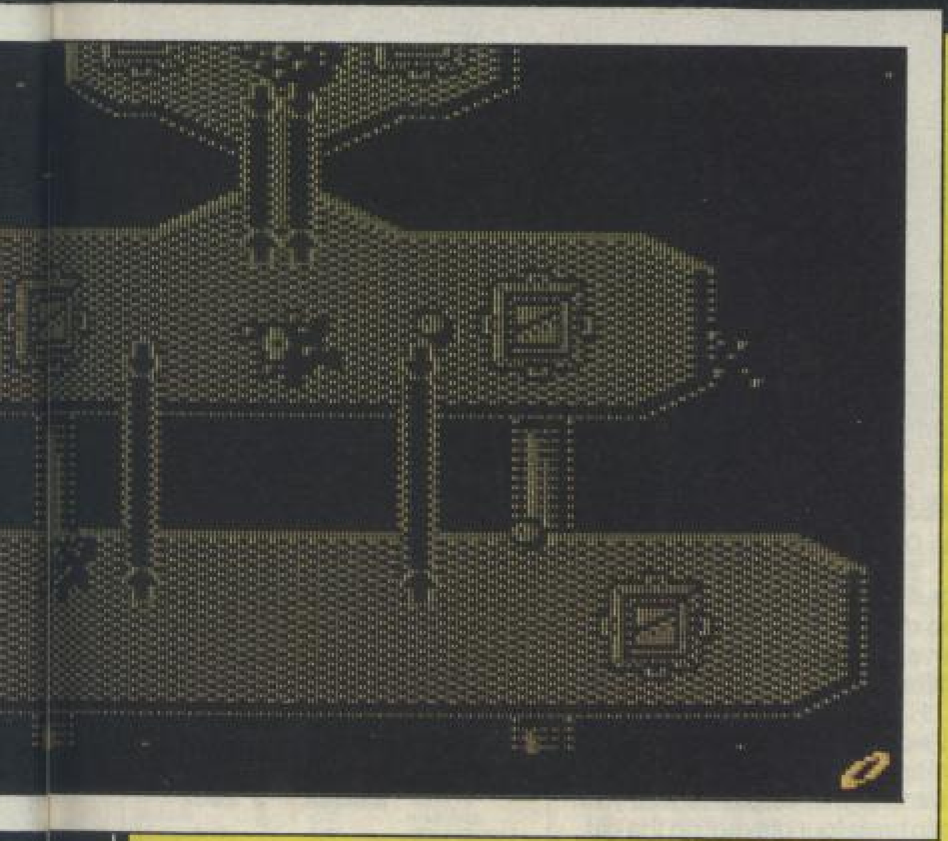
90%

The space station consists of five rows of platforms named after the first five Greek letters (alpha to epsilon for classics students). A letter on the screen exit determines which row you progress to after leaving the current screen. This letter changes depending on how many men have been rescued.

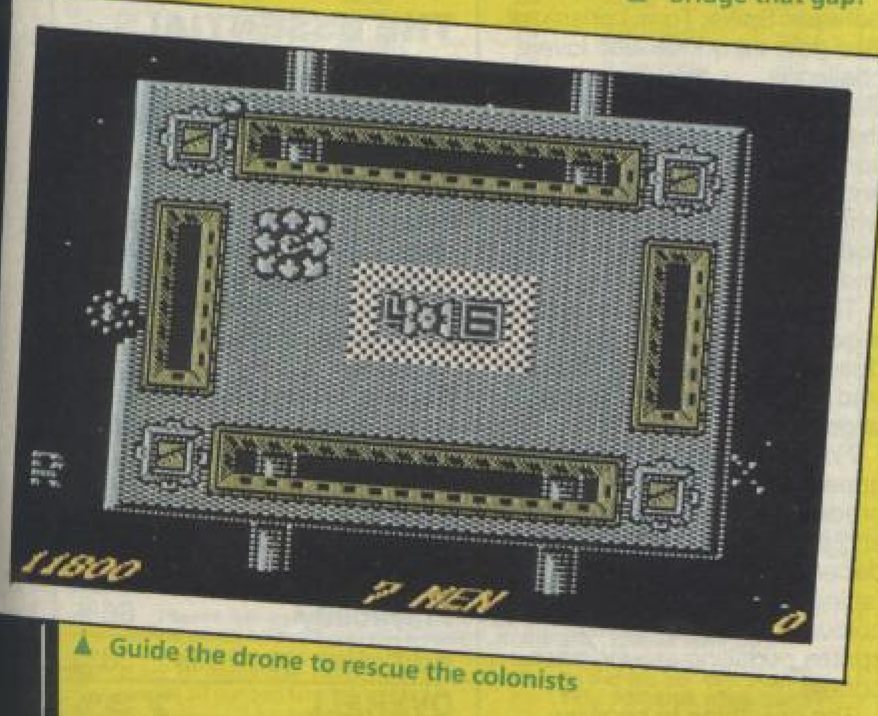
After leaving a screen, you're presented with a menu of skimmers and drones which can be bought, using resource units collected during play. Three types of skimmer and drone are available. The higher the class, the more damage they can take before exploding. Also, the better skimmers can fly higher and faster – some screens can only be successfully completed with the top-class alpha.

A certain amount of strategy is required to decide which craft to buy, although you can ask the computer for a suggestion, but watch out – it charges one resource unit for this valuable information! The Graftgold team have converted this original concept to the Spectrum in great style. Well-defined (and colourful) graphics grace every level – and the sound's not bad either. Although puzzling at first, *Intensity* will have you hooked in no time – a superb, original concept brilliantly executed.

PHIL 92%



▲ Bridge that gap!



▲ Guide the drone to rescue the colonists

TERRAN TIPS

- It's advisable for beginners to practise on the lower two levels (delta and epsilon), as they are easier.
- It's also advisable to leave the current screen when the 'exit now' message appears on screen.
- Try and kill creatures before they transform into their stronger (and deadlier) forms.
- Collect every available RU, as they're used to buy additional goods.
- After pressing fire, make sure you get out of the moving drone's path or you'll collide.
- Destroy the aliens as soon as possible to stop them mutating into more dangerous forms.
- Buy an alpha skimmer for the higher levels, as they contain many high walls which the other skimmers can't fly over.

Although *Intensity* is a simple collect-'em-up, it's nonetheless a very playable one.

Keeping one eye on the drone as it collects up the stranded colonists, and the other on the marauding aliens, (who regularly change guises, and so must be watched like a hawk) takes a bit of getting used to.

The meanies swarm around the screen causing as much trouble as possible. But you're brave (or is that foolish), so they don't worry you. Frazzle their reptilian hides, turn them into charred lumps, be tough, but search out *Intensity*, because it's a damned enjoyable game.

MARK 91%

THE ESSENTIALS

Joysticks: Kempston, Sinclair, Cursor
Graphics: beautifully detailed and surprisingly colourful graphics viewed from overhead
Sound: snazzy tunes on the front end of all versions plus some atmospheric in-game FX
General rating: designed by Andy Braybrook (creator of *Uridium* among many others), *Intensity* combines need for both careful thought and frantic action to brilliant effect



Presentation	87%
Graphics	88%
Playability	91%
Addictive qualities	89%
OVERALL	**91%**

Producer **Code Masters**
Out of pocket **£4.99 cass**
Author **The Oliver Twins (concept by Richard Darling)**



Professional BMX Simulator

● ***As Norman Tebbit would say: 'On yer bike!'***

Reviewed way back in issue 37 (and attaining a score of 63%), *BMX Simulator* has been revamped, given a trendy midi-price, and renamed *Professional BMX Simulator*.

What are these differences I hear you ask? Well those kind people at Code Masters have added two new data tapes, *Quarry Racing*, and *Desert Riding*, each with five death-defying courses. Coupled with the main game tape, this gives you a staggering 15 courses to challenge even the best bikers among you.

The objective remains the same though, to complete the current course in the quickest possible time, whilst avoiding pitfalls and your fellow riders. You have a choice of either playing the standard version, or flip the cassette over and play the expert game.

Here you can choose your tyre and chainwheel size – the wrong choice means that your fellow competitors have the advantage

PHIL **Well, well, fancy seeing this little number reappearing with extra options and courses. Yes, now two players can cramp round the keyboard while the other lucky two get to use joysticks. And you really do need at least two players for an enjoyable game – racing against the infallible computer riders isn't much fun. Control is awkward when your rider goes careering down ramps and up banks. The overhead-view graphics aren't exactly outstanding, but the title screen for each course is graced with a different, catchy David Whittaker 128K tune. For pedalophiles, *Professional BMX Simulator* represents a fairly cheap multi-player game, with plenty of different courses to test your pedalling power.**

72%

POWER TO THE PEDALS

- Don't hold accelerate downward all the time – you will hardly stay on the bike.
- Make sure you have enough speed to make it over a ramp.
- If you crash (more than likely), make sure the bike is facing the right way before setting off again.
- Select a large chainwheel for the easier tracks, but on ones where you're likely to crash a lot, the smaller chainwheel should be more useful.



▼ Four prospective pedallers line up for the race

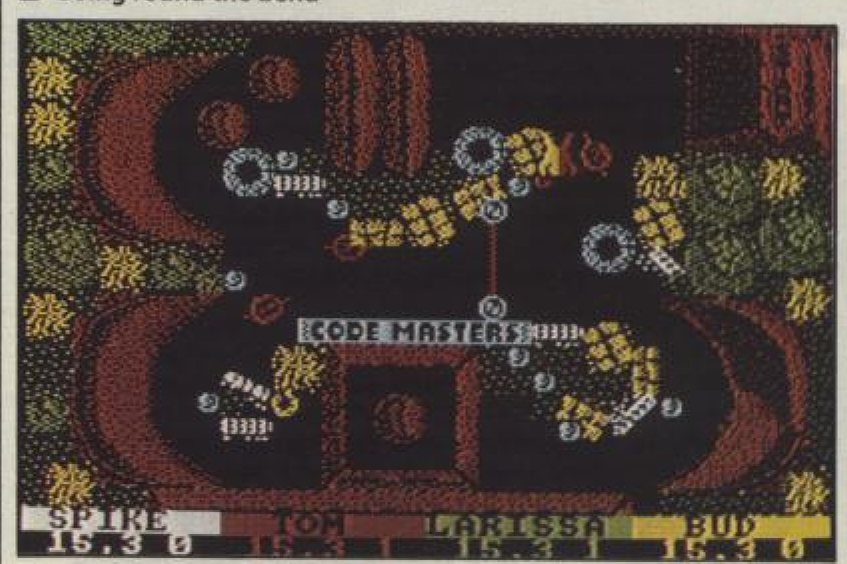
Professional BMX Simulator is typically Code Masters . . . I mean the aerial views, small graphics and the detailed and colourful backgrounds. It's just a pity the game is so frustrating. If you accelerate too hard, or just touch another player, you go flying off your bike and the stupid computer puts you back facing the wrong way (fume!).

The different courses you can load in are even more frustrating than the one you start with. It had me tearing out my hair, and will appeal only to those with great patience. Stop calling me 'Baldy', Phil . . .

NICK 48%



▲ Going round the bend



▲ One of the many tortuous tracks

(but I personally found the bike so difficult to control on any level, that this made little difference to me).

Having chosen which game, it's on with the wheels. Another improvement the Olivers have made to this version is that you can have four players on the dirt track at once. So choose between Spike, Tom, Larissa, or Bud (four zany kids who love a challenge . . . they sound rather like CRASH reviewers). Press that fire button and prepare for some fast and furious action, and when you get tired of whizzing around the same old courses, well why not load up one of the data tapes.

These place you in a desert or a quarry (although the inlay doesn't say which one), for some 'rad racing' (doncha just love jargon?).

Professional BMX Simulator's appearance is better than its predecessor, which was bland and a little crude in the sprite department. Here, all three racing locations are nicely coloured, with well-drawn sprites pedalling around each course.

The only thing to spoil my enjoyment was the rider control. Try as I might, I never really gained full control, but perhaps that was schedule pressure, which meant I didn't get enough time to master it – you may do much better.

MARK 75%

THE ESSENTIALS

Joysticks: Kempston, Cursor, Sinclair (port one or two)
Graphics: overhead view of small bikes on a detailed background
Sound: different David Whittaker 128K tune for each venue
Options: definable keys. Up to four players can compete simultaneously in normal or expert version
General rating: a definite improvement over its predecessor, but still frustrating

Presentation	72%
Graphics	67%
Playability	66%
Addictive qualities	58%
OVERALL	**73%**



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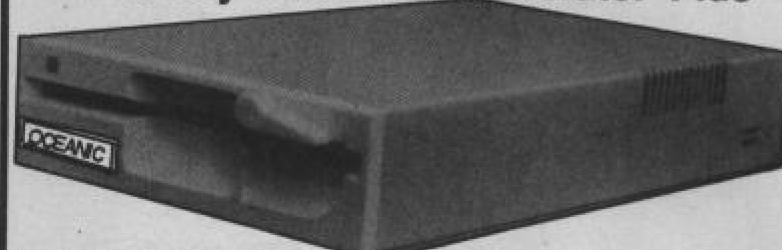
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You can't make monkeys out of the CRASH team, or can you?! *Ocean*'s secretary (who shall remain nameless to avoid further embarrassment) sent us a missive, describing the Manchester-based firm's newest shoot-'em-up. Unfortunately, she somehow managed to misspell the title of the game in question – instead of *Guerilla Wars*, we were told of a great new game called *Gorilla Wars*! Well, this sounded a bit strange, but our noble Editor suggested to Ocean that we give away a cuddly toy gorilla as a competition prize. Well, you won't be surprised who got the blame when he found out that he'd got the wrong end of the bamboo shoot. Yes, poor old Comps Minion – I even get blamed for the atrocious Ludlow weather!

But a gigantic, cuddly toy gorilla had already arrived and soon annoyed Nick by eating his banana and mango pizza when he wasn't looking.

But enough aping around (groan!) – you'll want to know how you can win this extraordinary prize (if Ed'll give it back). Well all you have to do is write down the answers to the five dual clues below. The two answers, (a) and (b), to each clue are homophones, ie words which sound the same but have different meanings (such as *guerilla* and *gorilla*). The first correct entry out of the CRASH banana crate wins the sender the famous King Kong lookalike (no, not Mark Caswell!) plus a snazzy *Guerilla Wars T-shirt and a copy of the game*. Five lucky runners-up also get a game and T-shirt.

1 (a) ***If you've got two shoes, what have you got?*** pair
(b) ***The fruit used to make perry*** pear
2 (a) ***It could be grizzly, polar or koala*** bear
(b) ***What the CRASH food cupboard is when Nick's just made a light snack!*** bare
3 (a) ***Head of an Arab tribe*** sheik
(b) ***Nick likes to drink a banana one with his pizza*** shake
4 (a) ***You use a clock to tell it*** time
(b) ***A herb used in chicken stuffing*** tyme
5 (a) ***It's got nothing missing so it's..*** whole
(b) ***Mark's James Brown LPs each have one in the middle*** hole

Right (I mean write) your answers on the back of a postcard (or sealed envelope) and send it to ***LET'S GO BANANAS COMP, CRASH, PO Box 10, LUDLOW, Shropshire SY8 1DB***. Aw! entrées mussed bee scent inn buy October 21! And no monkey business, we've got some pretty mean CRASH Judges to give a final decision.

WIN A GORILLA!!

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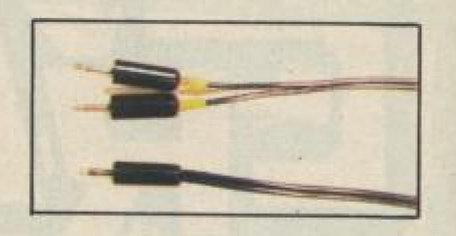


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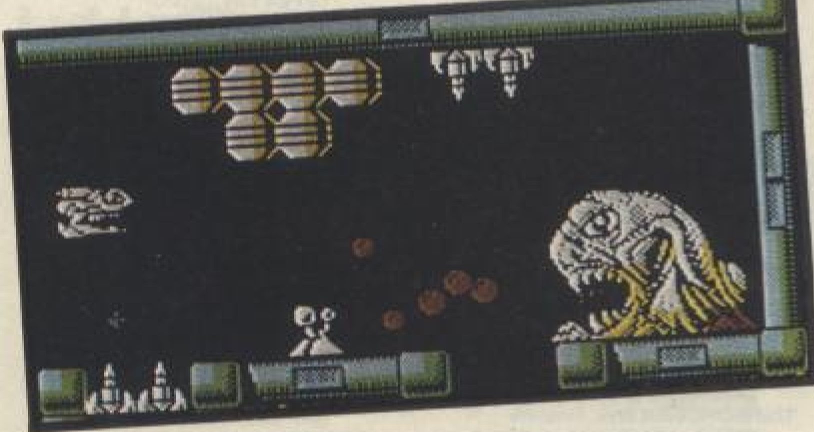
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Each month we'll take a 'top quality industry figure', restrain him in the Ludlow gibbet and bombard him with the questions YOU want to ask.

Next month's man-of-the-moment will be Ian Stewart, the illustrious father figure at Gremlin Graphics in Sheffield. If you want to know anything about Gremlin, software, BMWs or even police cones (!) pop your all-important questions on the CRASH Open To Question form. We'll put the most humorous and interesting questions to Ian, on your behalf.

The sender of the question of the month will receive a extraordinarily tremendous £40 worth of software and a cool 'n' trendy CRASH T-shirt. (Completely your own choice, of course.) Everyone else who gets their quizical offering printed within CRASH's hallowed pages will receive one of those cute little Olibugs. Send in your questions now! The coach for Gremlin is leaving any moment . . .

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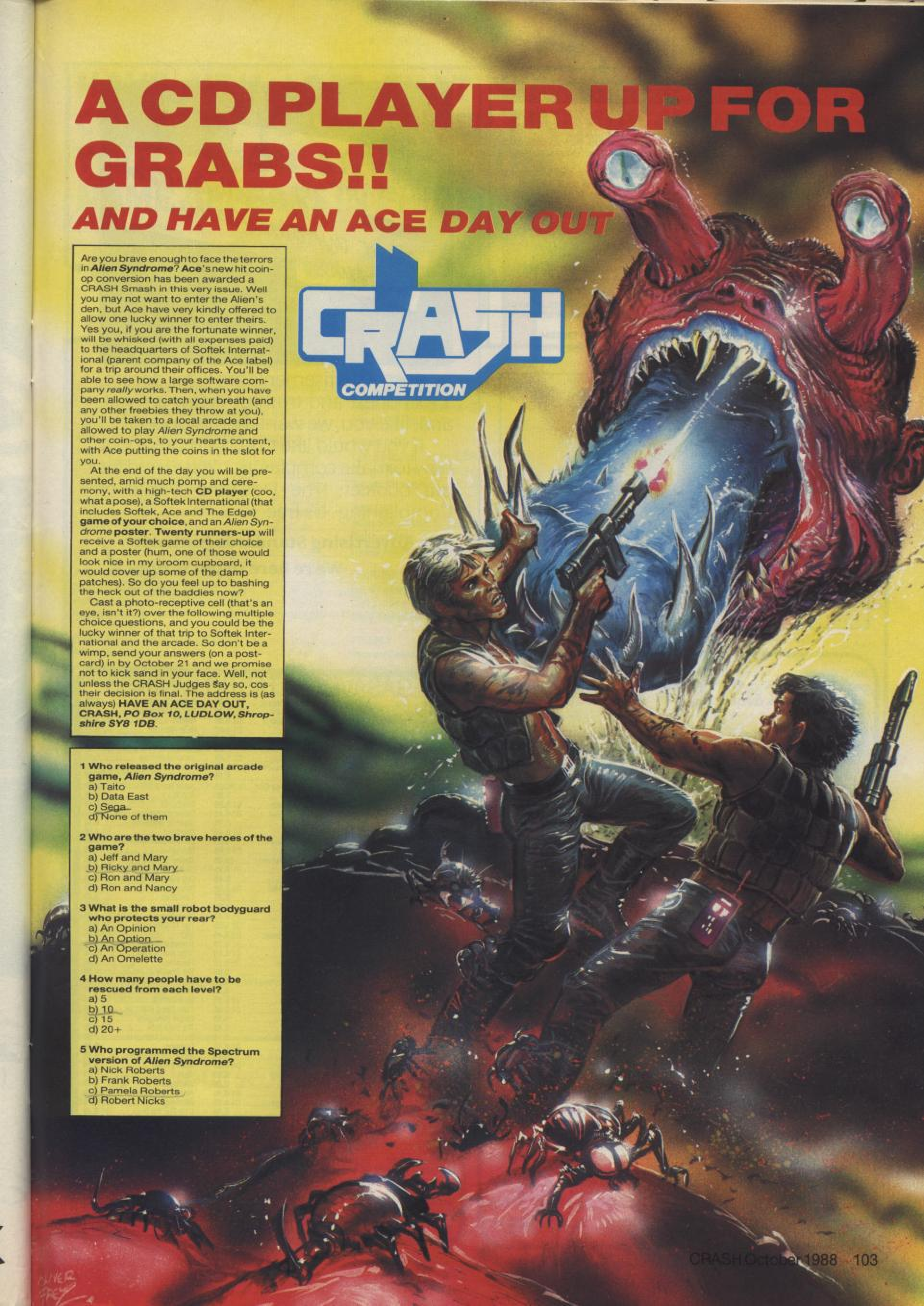


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AND HAVE AN ACE DAY OUT

Are you brave enough to face the terrors in *Alien Syndrome*? **Ace**'s new hit coin-op conversion has been awarded a CRASH Smash in this very issue. Well you may not want to enter the Alien's den, but Ace have very kindly offered to allow one lucky winner to enter theirs. Yes you, if you are the fortunate winner, will be whisked (with all expenses paid) to the headquarters of Softek International (parent company of the Ace label) for a trip around their offices. You'll be able to see how a large software company *really* works. Then, when you have been allowed to catch your breath (and any other freebies they throw at you), you'll be taken to a local arcade and allowed to play *Alien Syndrome* and other coin-ops, to your hearts content, with Ace putting the coins in the slot for you.

At the end of the day you will be presented, amid much pomp and ceremony, with a high-tech **CD player** (coo, what a pose), a Softek International (that includes Softek, Ace and The Edge) **game of your choice**, and an *Alien Syndrome* **poster**. **Twenty runners-up** will receive a Softek game of their choice and a poster (hum, one of those would look nice in my broom cupboard, it would cover up some of the damp patches). So do you feel up to bashing the heck out of the baddies now?

Cast a photo-receptive cell (that's an eye, isn't it?) over the following multiple choice questions, and you could be the lucky winner of that trip to Softek International and the arcade. So don't be a wimp, send your answers (on a postcard) in by October 21 and we promise not to kick sand in your face. Well, not unless the CRASH Judges say so, cos their decision is final. The address is (as always) **HAVE AN ACE DAY OUT, CRASH, *PO Box 10, LUDLOW, Shropshire SY8 1DB*.**

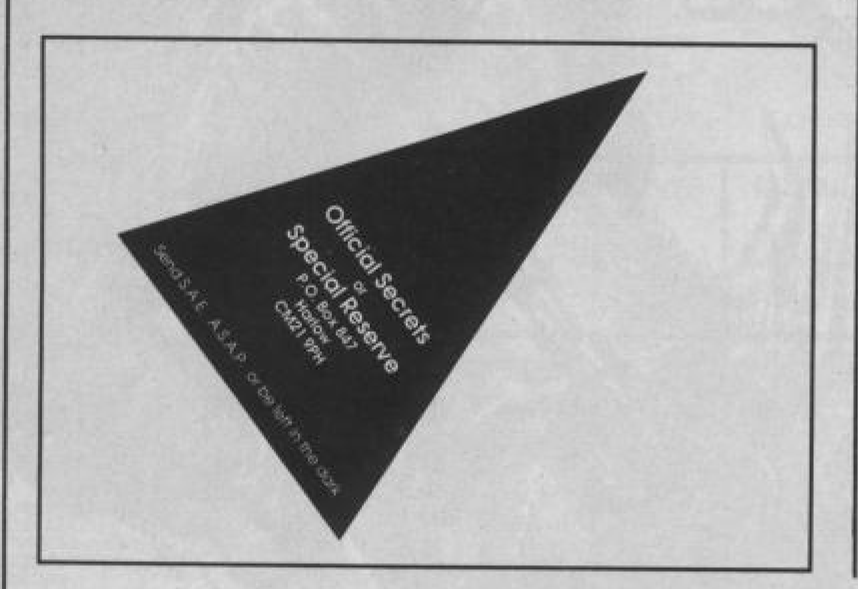
1 Who released the original arcade game, *Alien Syndrome*?
a) Taito
b) Data East
c) Sega
d) None of them

2 Who are the two brave heroes of the game?
a) Jeff and Mary
b) Ricky and Mary
c) Ron and Mary
d) Ron and Nancy

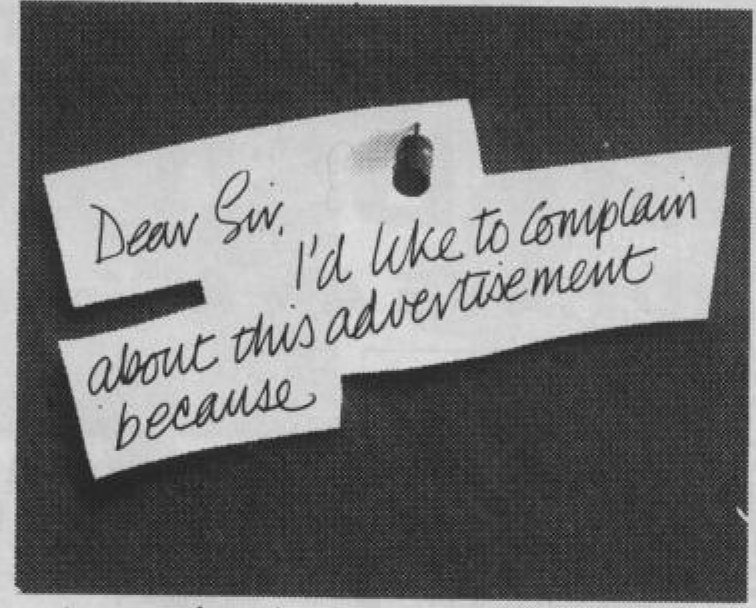
3 What is the small robot bodyguard who protects your rear?
a) An Opinion
b) An Option
c) An Operation
d) An Omelette

4 How many people have to be rescued from each level?
a) 5
b) 10
c) 15
d) 20+

5 Who programmed the Spectrum version of *Alien Syndrome*?
a) Nick Roberts
b) Frank Roberts
c) Pamela Roberts
d) Robert Nicks



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SCORES

Yes, that's because even the paltriest points-total can earn a place alongside the mega-score of the most frenzied of joystick jigglers in **SCORES**. Each month the top score for each game is printed along with two humbler efforts. So even if you're score is lower than Nick Roberts's temperature (he's so-o-o cool!), your name could still appear with those of million-point maniacs and 17-fingered aliens from Saturn (? – Ed). And furthermore, each entry stands an EQUAL chance of winning the sender a fabulous **£40** worth of software, a super-trendy CRASH cap and a cool CRASH T-shirt. Four lucky runners-up also get caps and T-shirts, so don't just sit there – get scoring!

ACTION FORCE II	Virgin
Hussam Abu Ragheb, Sheffield	882000
Antonio Quina, Liuda-a-Velba, PORTUGAL	451150
Richard Forder, Sheffield	416050

ARKANOID – REVENGE OF DOH	Imagine
John Shearman, Stockport	2511760
Andrew Wilson, Romford	1811220
Demetres Anagnostou, Athens, GREECE	1429240

ATF	Digital Integration
Roger Shaw, Bognor Regis	63050
Daniel Schlosberg, Raanana, ISRAEL	36880
Andrew Kwaan, Windlesham	16230

BASKET MASTER	Imagine
Conor Michael Sheehan, Dungannon	94-01
Julian Smythe, Wickenham	90-5
John Matthews, Great Amwell	89-8

BIONIC COMMANDO	GO!
Paul Seamark, Langford	256590
Neil Humphreys, Aberystwyth	211470
Leigh Bestford, Wallsend	61250

COBRA	Ocean
Kenneth Little, Hamilton	936450
Matthew Holmes, Plymouth	97150
Matthew Lee, Sheffield	87300

COMBAT SCHOOL	Ocean
Anthony Thompson, Fleetwood	891800
Edward McConville, Antrim	498200
Chris Gorman, Kilwinning	75650

CYBERNOID	Hewson
Grenville Riley, Wednesbury	640360
Raymond Livingstone, Glasgow	568100
Kevin Davies, Newport	93250

DARK SIDE	Incentive
Ciarán Walsh, Dublin, EIRE	5447250
Simon Brown, Portsmouth	2685220
Stuart Thomson, East Kilbride	1650000

DRILLER	Incentive
John Shearman, Stockport	3500000
Duncan Reid, Campbelltown	2645401
David Aitken, Kirkintilloch	2100110

ENDURO RACER	Activision
Ian Garner, Stockport	7314827
Carl Collins, Norwich	495365
Gary Templeton, Douglas	345375

FIREFLY	Ocean/Special FX
Steven Bowman, Reading	1150560
Anders Dunkler, Svalov, SWEDEN	612360
Paul Scott, Sheffield	430150

FLYING SHARK	Firebird
M Needs, Telford	1309300
John Waterhouse, Chester	159725
Jamie Harle, West Lothian	120570

GRYZOR	Imagine
Damian Collier, Rothwell	731830
Kevin Bagnell, Royston	163000
Mark Blackman, Harrow	51110

IK+	System 3
Mark Daines, Arundel	761000
Neil Innes, East Lothian	454109
Scott Carruthers, Norwich	121300

KARNOV	Electric Dreams
Jamie Small, Nottingham	437220
Leighton Jones, Saltburn	402170
Stephen Booth, Bury	175300

MARAUDER	Hewson
Simon J Ladds, Grantham	431950
Douglas Satchwell, Cannock	172050
Darren Tuzzio, Banbury	20400

PLATOON	Ocean
Andrew Simmons, Winkleigh	571700
Steven Cann, Yorkley	436384
Andy Hewitt, Southsea	46930

RAMPAGE	Activision
Paul Wakeling, Leicester	915670
James Cane, Middlesbrough	771200
Chris Priestley, Oxford	9950

ROADBLASTERS	US Gold
Damian Collier, Rothwell	889880
Trevor Grigg, Welwyn	648910
Gavin Gilbert, Royston	429786

TARGET; RENEGADE	Imagine
Robert Collier, Leominster	2338000
Nicola Johnston, South Wirral	1985500
Stephen Kasiewicz, Glasgow	224140

THE EMPIRE STRIKES BACK	Domark
Richard Johns, Milton Keynes	7372195
Stephen McNally, Renton	759214
Paul Salkeld, Sheffield	739000

THUNDERCATS	Elite
Simon Harwood, Dorking	786000
Chris Harris, Wirral	586700
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ZYNAPS	Hewson
Ross Davidson, Peebles	903600
Jamie Hampson, Cambridge	471550
G Battye, Harare, ZIMBABWE	364275

WINNERS

Ian Garner from Stockport is this month's lucky winner of **SCORES**. As well as the obligatory CRASH cap and T-shirt, he takes away a superb selection of software, including Ocean's action-packed *We Are The Champions* compilation and those snorting *Psycho Pigs UXB* (why can't they do a game about sheep?!). CRASH caps and T-shirts also go to the fortunate four runners-up. They are **Kevin Davies** of Newport in Gwent; **Raymond Livingstone** from Newton Mearns near glorious Glasgow; **Chris Gorman**, also from north of the border in Kilwinning, and last but not least **Matthew Holmes** from the nautical (but nice) town of Plymouth.

PUBLIC SERVICE ANNOUNCEMENT 4 . . . Well, the threat of sitting next to Kati Hamza seems to have done the trick – no cheats at all this month. Or perhaps they've just all turned over a new leaf and promised to send only genuine scores in future. (Nah, shouldn't think so – Ed.) But wait a second, what's this I see before my eyes. Someone called Nick Roberts (rings a bell) is claiming a *Dark Side* score of over five and a half million. Shame on him, we all know the POKEing ponce must have cheated!

Don't forget – any score sent in to **SCORES** can win you a prize, *even if it's not printed* – but avoid unwanted public exposure: don't cheat!

SEND ME YOUR SCORES

NAME .... **AGE**........

ADDRESS ....

....

.... **POSTCODE** ....

MY SCORES ARE:

GAME	SCORE
1	
2	
3	

Send this form (or a copy) with your scores for up to three games to **PHIL KING'S SCORES, CRASH, *PO Box 10, Ludlow, Shropshire SY8 1DB***. ONLY GENUINE SCORES WILL BE ACCEPTED; any improbably huge scores will be immediately binned and the sender will be forced to share a desk with Mark Caswell – a fate worse than hearing him sing *Living In America*!

IF I WIN TOP PRIZE I WOULD LIKE THIS £40 WORTH OF SOFTWARE: ....

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AND IF I WIN ANY PRIZE I WOULD LIKE THIS CRASH T-SHIRT, CHOSEN FROM THOSE ADVERTISED IN THE CRASH HYPERMARKET: ....

The decision of the super-powerful CRASH judges is final in all respects. So don't even let the thought of a confrontation cross your mind – you don't stand a chance.



GIVE RAINBOW ARTS A HAIRDO
Issue 55

If you remember, a couple of issues back we set a competition in conjunction with Rainbow Arts, and asked you to design a suitably whacky hairdo for a Giana Sister. The prize was a **PC Engine** games console, as yet not available in the UK. (We got ours from Japan, complete with all-formats TV and suitable transformer.) The winner of this technological wonder is **Chris Jenkins** from Bristol, congratulations and many happy hours playing. The following 25 runners up are to receive a copy of *The Great Giana Sisters* game . . .

Darren Beaudsley, South Yorkshire S5 OJT; David Baker, Cleveland TS20 2QF; Andrew Bolton, Manchester M30 ORA; Graeme Howard, Gwent; NP6 4BY; Nathan Chamberlain, Cheshire SK11 OUH; Neil Sherwood, Manchester M30 6HN; Gary Shephard, Colchester, Essex CO6 1BJ; Matthew Wiley, Birmingham B44 8TB M J Brown, W Yorks WF13 4LQ; Matthew Bauer, Rochdale OL12 6SJ; Jimmy Smith, Suffolk CO9 8NF; Scott Weston, Derbyshire DE5 9RP; John O'Toole, Co Wicklow, Ireland; Rick White, Doncaster DN3 2LB; James Waddington, Bradford BD2 1QA; Gary Smith, Essex 1G7 4HP; Graham McAllister, Co Antrim BT38 8NZ; James Oliver, Surrey RH1 4JA; Alex Herbrand, GERMANY; Mark Spooner, Norfolk NRS 90F; N Lewis, Cardiff CF41SU; Chris Park, Manchester M34 2BL; Steven Downey, Worthing BN14 7LL; Luke Geitzen, London SE23 3QN; Osborne Bennett, West Midlands DYS 1A.



I LOVE DARTH VADER
Issue 55

What is the Dark Lord of the Sith really like? What does he hide behind that sinister black mask, is he really **MARK** Strachan or **DO**minic Wheatley in disguise?

Well, we provided you with a silly pic of the lads from Domark, and asked you to supply a suitably silly caption to accompany it. The lucky winner (or should that be unlucky, especially where Daft Ada is concerned) of this competition will be allowed to drag a friend (for moral support, or perhaps to hide behind) when he's taken kicking and screaming by Domark to meet the arch baddie. And so their friends don't say 'we don't believe you', a photographer will be present to record the historic occasion. They will then be whisked to *Space Adventure*, one of London's newest attractions, and there placed aboard Starship 3001, the latest in computer-controlled aircraft simulators. Who is the lucky winner? None other than **John Graham** of Hedon, near Hull. Good luck John, and remember to take your light sabre. The force will be with you.

MAKE NICK ROBERTS LAUGH
Issue 55

It's not easy to make Nick Roberts laugh, but we decided that it was a challenge worth undertaking, so we asked you to send in a joke that would make our Mr Roberts chuckle out loud. So confident were Gremlin Graphics that no-one would achieve this monumental task, that they offered a prize that even made Nick stop eating his third pizza of the morning. The winner receives a Phillips CD Midi Hi-Fi System, complete with record deck, compact disc player, three-band FM tuner, cassette deck supporting Dolby and chrome tapes an amplifier, and speakers – a prize worth several hundred pounds of anyone's money (and I wish I was anyone, because I could do with that sort of money). The entries flooded in, the task was a tough one, but we finally found a winner that not only made Nick laugh, the whole of CRASH Towers was echoing with laughter. Who sent in this hilarious rib tickler? None other than **Michael Butler** from Lancs PR4 5AQ. Have you ever thought about a career on the stage Michael? Well, here it is.

Q Why is an orange, orange?
A Because you can't clean a window with a spade! (Nick, I think you'd better seek some psychiatric help – Ed.)

Those kind people at Gremlin didn't stop there, they also offered a pair of Alton Towers tickets to 25 runners-up. The names of the lucky winners of a fun day out (whenever they want to go) are . . .

Gary Bright, Northants NN14 3EZ; Bryan Else, Derby DE2 ONH; Gordon Jenkins, Glasgow; Tim Rymer, West Yorkshire LS28 7TT; Will D Downing, Northamptonshire NN11 5ED; Gary Saxton, Essex S11 2UJ; Sandy Munro, Troon KA10 6JF; Andrew Quick, West Glam SA13 1YG; Warren Miller, Hertfordshire CM23 5DU; Matthew Adcock, Derby DE3 5QL; James Laurie, Milton Keynes MK3 7QS; Christopher Jolley, SHEFFIELD S11 9BQ; Craig Robinson, Bucks HP10 9NR; Neil A Webb, North Humberside HU20 3UU; Geoffrey Hill, Middlesex HA5 1SJ; Innes Ballantyne, N Yorks HG1 5DT; Ralph Jordon, Gwynedd LL32 8PF; L R Sutton, Bradford BD9 9BD; John Gale, Merseyside L49 5LH; Ben Powell, Northants NN14 1JH; Ian Cook, Suffolk CB9 ODH; Anthony Hyde, Brighton BN1 3DJ; Terry Ferrell Kent, DA15 8SQ; Mark Cole, Glos GL12 8JA; Alec C Ramsey, West Sussex RH20 3LP.

All winners, please allow 28 days for the delivery of your prizes. All queries regarding competitions run in CRASH should be sent to **The Sticky Solutions Department, CRASH,** ***PO Box 10, Ludlow, Shropshire SY8 1DB***. Please don't ring the department as they have enough trouble reading through all your entries as it is.



EACH MONTH WE PICK OUT FIVE WINNERS FOR EACH CHART. THE ONLY WAY TO WIN IS TO ENTER. THE IS YOUR CHANCE TO INFLUENCE THE CRASH CHARTS AND STAND A CHANCE OF WINNING £40 WORTH OF SOFTWARE. WE NEED YOUR VOTES.

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Cut out your voting forms and send them off to **CRASH VIDEO CHART, CRASH ADVENTURE CHART, CRASH HOTLINE CHART** and **CRASH STRATEGY CHART** ***PO Box 10, Ludlow, Shropshire SY8 1DB***

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4 ....
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T-shirt size ☐

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CLASSIFIED SECTION

WANTED

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Wanted CRASH Issues 1,2,8 and 9. I'll pay £7 per magazine, if in reasonable condition. Write to Willis, 1 Burnside Crescent, Dykehead, Shotts, Lanarkshire, Scotland ML7 4JQ or phone 0501 21298 after six.

Wanted CBM 64/128 with latest titles, original software +accs. Will swap for Spectrum +2 with £275 original software. Tel: 061 969 7258 Now!

FOR SALE

Brother HR5 brand new and still under guarantee with spare ribbons and paper in V.G.C. £45 ono. Please phone Sam on 01 458 5981 after 6pm. Thank you.

ZX Spectrum 48K, Kempston joystick, loads of games (Out Run, Matchday II) and issues 1 to 54 of CRASH. £100 the lot. Must collect. Newcastle area. Phone Phil 0661 843898 for further details.

Sinclair Spectrum +128, 46 Spectrum magazines (mostly CRASH), £180 worth of software, Kempston interface and Quickshot II joystick £120. Phone Gerry on (0803) 866344.

Spectrum 128K, tape recorder, joystick, interface, £650 worth of latest top software, all in good condition. Sell for £130 ono. Phone (0582) 472067 after 4pm and ask for Daniel.

CRASH issues 1 to 54. Will sell in groups or separate. Offers to S. Carlin, 30 Kingsbury Gardens, Coleraine, County Londonderry, Northern Ireland.

Over 100 original programs for sale at 50p - £2.50 e.g. Elite, Matchday, Platoon, Infiltrator, Gyroscope, Nigel Mansells Grand Prix. SAE for list to Mr. Simon Griffin, 18 Triangle, Gloucester GL2 0NE or phone 0452 413889.

CRASH back numbers 1-55. Also 100 various PCW magazines, Commodore 64 Colossus Chess 4 and Spectrum 48K Battle of the Bulge cassettes. Offers to Paul Davies, 21 Saint Helens Road, Solihull, West Midlands B91 2DB.

V.G.C. Spectrum 128K +3, disk drive, keyboard and manual £75 ono. If interested write to D. Richardson, 52 Marlborough Road, Watford, Herts. WD1 7BB including your phone number.

For Sale: 48K rubber-keyed Spectrum with joystick interface, 48K Spectrum+ with games. Also, 16K ZX81 Rampack. All dirt cheap and in excellent condition. Interested? Ring 021 430 7977 and ask for John. Prices negotiable.

Spectrum +2, Multiface 128, Kempston interface, two joysticks, £400 worth of software, £30 worth of mags. Excellent condition, worth £650, will sell for £300. Tel:0626 64628 and ask for Dave. Buyer pays postage.

Sega Light Phaser including three game cartridge. Unwanted competition prize. Retails at £45. Offers around £30. Write to J. Williams at 36 Worcester Road, West Halley, Worcs. DY9 0LD. No reasonable offer refused.

Completely new! A superb text and graphics PBM game which you can play! 200 places available. For an application form and rules just send an SAE to S.M. Potter, 14 Avocet Way, Banbury, Oxon OX15 9YA.

48K Spectrum, Interface 1, Interface 2, microdrive, Kempston interface, tape recorder, joystick, 4 Microdrive cartridges and over £675 worth of software. Tel. Walsall 642791 ask for Tim after 1pm. £300 ono.

Spectrum Plus 48K, with data recorder, interface, joystick, over 70 top games, books, tons of magazines and more! First class condition. Price negotiable for quick sale!! Tel 0222 597061. Please hurry.

Spectrum 128K, Multiface, 128 Genie, 128 PLUS D 3 " disk drive, joystick, switchable interface, over 100 disk games all boxed with leads. V.G.C. £299 ono. Mad to miss it. Tel 021-427 1084. Ask for David.

Spectrum 48K games for sale. All originals, includes Outrun, Paperboy, Gauntlet and Deeper Dungeons. Over 50 games, 10 for £25, 5 for £15, the lot £115. Phone 01 650 5619 for details.

Will sell or swop my Spectrum 128+2 with games. Also separately sell or swop magazines, CRASH, Sinclair User, Computer & VG. Wanted foreign Pen Pal from any country. M. Foster, 11 Station Road, Hesketh Bank, Preston PR4 6SN.

Spectrum 128K – eight months old- but only been used seven days, therefore looks brand new, £400 worth of games (all over 90%), cassette recorder, manual, joystick, interface and joystick - only £100! Phone(02404) 5560.

48K Spectrum, Multiface One and joystick, Brother HR5 printer with interface and much software. Worth over £600, selling for £175. Contact J.G. Stewart, 20A Main Street, Ballymoney, County Antrim, BT53 6AL. Buyer must collect.

Software for Sale! Over 50 great golden oldies on offer: Starion, Marsport, Avalon etc. Send for list to S. Birbeck, Greenhead House, Fir Tree, Crook, Co. Durham DL15 8BL enclosing SAE. Tel: 0338 763143. Prices from as little as 50p!

Loads and loads of Spectrum games and utilities like: Genie, Lifeguard, Platoon and ATF. Write to: Robert McGonisle, Cross, Clonmany, Co Donegal, Ireland.

Over 600 pokes. Remarkable value only £1 for 11 typed sides. Reply guaranteed. Send a large SAE and £1 to Pokes Offer, 21 Suffield Road, Gorleston, Great Yarmouth, Norfolk NR31 7AN.

65 Spectrum Originals for sale including Batman, Light-Force, Saboteur, etc. All half price or less, or all 65 for £60. For list write to: David Rosie, 34 Nicolson Street, Wick, Caithness, Scotland KW1 5HH.

Kempston Centronics interface "E" - Rom based printer interface for Spectrum with graphics modes. Boxed with manual v.g.c. Phone 0334 73869. A bargain at just £15!

Spectrum Software for sale. 1984/88 games from 99p-£5. Send SAE for list to Scott Wilding, 20 Nene View, Islip, Kettering, Northants NN14 3LD. Also Trading Game for 48K/128K Spectrum. SAE for details. Thanks.

ZX Speccy, Interface 1, Microdrive, Microdriver, datacorder. 2 joysticks, joystick interface, £500+ software, book, manuals, programmable interface, lightpen. £130 ono. Phone (0296) 27971 and ask for Dave.

Games for sale. All Spectrum originals, must sell, VERY CHEAP, Save £££'s. Varied, recents and golden oldies. For list send SAE to D. Martin, 10 Wardley Close, Ipswitch, Suffolk, IP2 9RT NOW or you'll miss the bargains.

48K Spectrum for sale plus 3 inch disc drive and Beta disk interface. Also Robotek interface, joystick, tape deck and £200 of games, all for £270 ono. Tel: 0695 73658.

For sale, Spectrum 48K+, data recorder, Genius mouse, Alphacom printer, Multiface One, joystick interface and two joysticks, over £200 worth of software inc. Artist II. All boxed. £200 ono. Phone Anthony on 07374 5533.

Available Now! The Runestone of Zendos is a superb new fantasy graphical adventure. It features spells, combat, interaction, taxing problems, atmosphere text and much more. Costing just £1.99 from Eric Stewart, 18 Vatisker Back, Isle of Lewis PA86 0JS.

Spectrum Plus. VTX500 modem,Interface One and Microdrive, Alphacom printer, one paper roll, over 80 software titles. Worth £600+, asking £200. Contact John McEwan on (0492) 49898 or 28 Llanrhos Road, Penrhyn Bay, Gwynedd LL30 3HT.

Spectrum +2 for sale with 18 CRASH mags (all recent) and over £120 worth games (Driller, We're the Champions, Matchday II, Out Run) all for £69. Write now to 75 Woodfield Gardens, New Malden, Surrey KT3 6DZ.

Spectrum 48K, 128K, immaculate condition, over £500 of original games, joysticks, interface. Bargain at £300, won't split. Call anytime to: 42 Herries Avenue, Longley, Sheffield S5 7HR. No offers.

Spectrum +3, still under guarantee, includes Multiface 3, data recorder, 2 joysticks and interface, 100's of games (Gunship, Cybernoid, Rolling Thunder, etc), magazines. Sell for £200. Phone: 091 410 2439, Tyne and Wear.

CRASH 2-20 £2.25 each, 21 - 52 75p each or £40 for the lot. Graham Persson, 46 Balfour Street, Edinburgh EH6 5ER.

Wafadrive and 13 blank wafers and word processing wafer, excellent condition, £50 ono. Ring Jon on 0235 814820 after 6pm or weekends.

Spectrum +3, guaranteed until November, with over £200 of games, special cassette lead, joystick, joystick interface and 2 blank discs. Worth well over £400, £200 wanted, but

will haggle! Phone 03005 215 anytime.

Spectrum games for sale, all original. At very cheap prices, 48K/128K. New titles as well. Send for list, a SAE to Sadava Chalisey, 65 Victor Road, Kensal Green, London NW10 5XB.

Spectrum games for sale including Ikari Warriors, Matchday 2 and Tai Pan. Also will swop Commando or Bombjack for Mikie. Send SAE for list to Jonathan Atkinson, 35 Bearwood Hill Road, Winshall, Burton on Trent.

Atari 520STFM, £125 of software (including Carrier Command), PD Discs, Twin Mouse/joystick cable, blank discs, storage box, mouse mat, dust cover, manuals. Boxed. Mint condition, 6 month guarantee. Worth £490. Accept £299. 01-866 4087.

Fully working Spectrum 48K, SAGA keyboard, WAFAdrive, over 70 games worth £600+, joystick and interface, Cheetah drums, £110 ono. Phone 01-958 2795, genuine reason for sale.

For Sale: 48K Spectrum+, Kempston interface, Quickshot II, joystick, tape recorder plus £500+ worth software. Send SAE for price list: Neil Forbes, 12B Pitmedden Terrace, Aberdeen AB1 7HR. All in original boxes with instructions.

Approx. £500 of software for sale. Will sell for only £70! A collection covering Spectrum software history from 1984 including many classics unavailable today. Write to: Martin McKinney, 35 Hengistbury Road, Southbourne, Bournemouth BH6 4DQ.

Spectrum +2 still boxed, over £275 original soft ware and lots of mags. Sell for only £200 ovno. Tel: 061 969 7258 now!

Crash Magazines. No 33 onwards to present £18.00. Good condition. Mr. J Bartle, 37 Buttermere Drive, Allestree, Derby DE3 2SP.

For £1 you can obtain pokes, solutions and maps on any game. First just send a stamped SAE to: Craig Northam, 651 Walsall Road, Great Barr, Birmingham B42 1EH, to receive a list of titles.

Spectrum 128K for sale including Cheetah joystick, interface, tape recorder and many games e.g. Roadblasters, Renegade, Barbarian, Ikari Warriors. Excellent condition £175. Phone: Louis on 091 4151685, 32 Swirrel Edge, Albany, Washington NE37 1UP.

SWAPLINE

Like to swop the latest games like Flintstones, Vixen, B.J. Comms etc. Write to Simon Harris, Fern Villa, Recreation Road, Stalham, Norwich, Norfolk NR12 9BH or ring (0692) 80783

Don't be thick, be quick and send your list for mine. I've got all the best games around, you will not be disappointed. Write to: Raymond Livingstone, 15 Dwart Drive, Newton Mearns, Glasgow G77 5DS

Swap Multiface One and Lifeguard for Spectrum and any related software. CRASH Tech Tape also wanted. Must be in good condition. Write to: Matthew Aitken, 23 Brooklyn Drive, Emmer Green, Reading RG4 8SR.

Anyone want to swop the latest games or movie sound tracks. Then write to: Philip Topping, 148 Ulsterville Park, Portadown, Co Armagh, N.Ireland BT63 5HD. Reply answered without delay!

PEN PALS

Just finished 'A' Levels, eager to catch up on games front, especially adventures and arcade adventures. Enjoy using GAC utility. Please write to Jason, 31 Lynn Road, Canford Heath, Poole, Dorset BH17 7PQ. Thanks!

USER GROUPS

Homegrown software – superb quality range available. These plus loads more fantastic services and offers. For free 26-page newsletter send SAE to: Chic Computer Club, 28 Criss Grove, Gerrards Cross, Bucks. SL9 9HQ.

Free membership to an amazing Spectrum Club. Don't miss your chance to join. Send SAE to S.C.(CR), D Hadfield, 8 Brookside Close, Godley, Hyde, Cheshire SK14 2QQ.

FANZINES

Adventure!!! 'SOOTHSAYER' is a 48-page monthly mag, packed with solutions, maps, news, helpline, and much more! Send £1.25 for sample copy to: J.R. Barnsley, 32 Merrivale Rd, Rising Brook, Stafford. ST17 9EB.

ZX issue 4 available now, features charts, tips, loads of reviews, previews plus more. Issue 5 available start October. Send 35p and SAE now to ZX, 9 Kings Avenue, Marcham, Abingdon, Oxon. OX13 6QA.

Issue 6 of the new look RESTART out now with Spectrum reviews, arcade news, video and book low-downs and much more. For your copy send 40p and stamp to: Restart, 1 The Beams, Maidstone, Kent.

SPECATAM – The essential buy for any computer. Features include reviews, articles and programs. Send cheque or postal order for 50p payable to Russell Goulbourne to 82 Beach Road, Litherland, Liverpool L21 2PP.

'BULLET' the newest fanzine only 50p including p+p. First 10 receive a free colour poster. Cartoon megacomp and many reviews. Send now to Bullet, Cherianda, Keddington Road, Louth, Lincs. LN11 0BL.

THE SPECTRUM PROGRAMMER, it's here at last, and it's here to stay, for serious users, £1 for machine code programs and more, all on tape. Send to SPECTRUM PROGRAMMER, 30 Church St, Elsecar, Barnsley, S. Yorks.

MISCELLANEOUS

Football PBM starting soon, computer-assisted, detailed print-out, League plus Cup competitions. 30p per turn plus post. SAE for details to: 12 Oxbow Close, Meadows, Nottingham. NG2 2NN.

GENUS, 100% machine code, forty action packed screens, amazing tunes, super sprites, joysticks, define keys, High Score Table, password etc. Send only £1.50 to Andrew Daly, 5 Shearburn Terrace, Snaith, Goole, North Humberside DN14 9JJ.

'SOCCER-6', 'RUGBY LEAGUE CHALLENGE' and 'THE DERBY'. Three great PBM's from "Camelot Games". Fortnightly turns only 75p. Special rates for playing all three games. For details send SAE to "Camelot Games", Caeymryson, Caernarvon, Gwynedd LL55 2LR.

Over 300 Multiface Pokes for only £1. Also, a program which makes Pokes for games (for use with Multiface). Only £3. Send and SAE to Stephen Ellis, 11 Sandbach Road, Cobridge, S-O-T, Staffs. ST6 2DR.

Skool Daze! The only PBM with no set orders. Lead a gang in an American school against 9 others. Turns 50p. SAE for details to Skool-Daze, c/o Niel Humphreys, Penrhyncoch Post Office, Aberystwyth, Dyfed SY23 3EH.

'BORDER WAR' is a cost only multi-player fantasy wargame run by an amateur PBM group. Definitely no hidden extras. For details send 20p to cover costs to: D. York, 9 Huncote Road, Narboro', Leicester LE9 5GP.

Free Turns – First 5 people to send £2.00 startup for KING AND COUNTRY, the fantasy PBM game, gain 3 extra turns – startup includes 2 credits, newsletter and your Kingdom. 25 Greenfields, Shifnal, Shropshire TF11 8DZ

Join our Pokes, Maps & Tips Club!! Receive our bi-seasonal catalogue of Maps, Pokes, C. Solutions, Adventure Maps, Tips & Solutions. Please send 40p & SAE to:- 'Cairnpoke', 'Glenfield House', 246 Comber Road, Lisburn, Co Antrim BT27 6XZ. Now!!

Wanted: Original RPG scenarios (eg. D&D) for conversion to 48K speccy adventure games. I'll buy suitable scenarios OR split sales profits 50/50 with you. For info send SAE to: Sean, 41 Larwood, Worksop, Notts. S81 0HY.

Filodisc-essential Spectrum+3 Disc Manager, user friendly and versatile. Includes example instruction programs, rename, protect and copy files etc. Supplied on fresh disc. Cheques/postal orders £6 - Stuart Morris, 129 Preston Road, Linlithgow, West Lothian EH49 6HZ.

PBM Fantasy Playtest - AMORANTE - This game is free, yes, I said free. Game already has over 40 players. If you want to join, write to Robin Appleton, 9 Lime Ave, Swinton, M/CR, M27 3FJ.

Professional PBM soccer league, fully computer moderated, features including League and Cup games, transfers and Internationals. Start up pack £4. Subsequent turns £1.30 per fortnight. Write to Grimsdale Games, 12 Aspen Way, Cringleford, Norwich NR4 6UA.

STAR RANGERS. Lead your civilisation to the new Zion. Scouts, questprobes, aliens, pirates, information modules and more. Don't miss this PBM! Startup £3. Turns 90p. D. Doherty, 9 Shaw Court, Armthorpe, Doncaster, S. Yorkshire DN3 3RN.

Do you want to produce your own PBM? I have written about my many successes at being a GM. Send only £1 to: GM Success, 8 Mayfield Close, Old Harlow, Essex CM17 0LH.

Take part in a brand new futuristic roleplay PBM, 'DOOMSPHERE'. Send £3.50 for startup & free 1st turn to: Games Unlimited, High Croft, Top Lane, Whatstandwell, Matlock, Derbys. DE4 5EN and join the elite.

The best and most up-to-date soccer PBM available. Send £2 cheque/PO (made payable to Adam S. Marshall) for start up. Send to 23 Kenilworth Drive, Bletchley, Milton Keynes, Bucks. MK3 6AJ NOW!

Machine Code course for the beginner. Only £2.00 plus a stamp. Write now for your order or for info to: Mr. N. Lewis, 52 Kyle Cres., Whitchurch, Cardiff CF4 1SU.

'HAT TRICK' is a new football management PBM. Startup includes first two turns and twelve page rulebook, £3. Each turn thereafter 50p +SSAE. Send SSAE for info to Scott McLaren, 16 Lyndhurst Tce, Dundee DD2 3HP.

Combat Strange, often awesome foes and encounter equally weird allies when you enter the nightmarish world of AFTERLIFE. Phone Alex on 0277 219109 for details of this lusciously detailed roleplaying PBM game of life after death.

Personalised computer games, ideal for birthdays, Christmas etc.. Send a SSAE to R.W. Frosdick, 1'Northolme Close, Grays, Essex RM16 2NX for details.

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THE OCTOBER CHARTS

You now have FOUR charts in which to vote. For games featured in the main software review section vote in the HOTLINE chart. Games covered in Samara's Adventure Trail should be voted for in the ADVENTURE chart. And those games requiring specialised thought and planning (like war games) are voted for in the STRATEGY chart. Also, all your favourite videos can be voted for in the VIDEO chart – old and new, borrowed, but NOT blue!

Just fill in the appropriate form and send your votes off to **CRASH HOTLINE CHART, CRASH ADVENTURE CHART, CRASH STRATEGY CHART** and **CRASH VIDEO CHART**: ***PO Box 10, Ludlow, Shropshire, SY8 1DB.***

DON'T FORGET, every month we'll pick out five winners for each chart. The first will receive £40 worth of software of their choice, a CRASH hat and a CRASH T-shirt. The four runners-up will each get a CRASH hat and a CRASH T-shirt – a total of **20** winners. All you have to do is walk to the post box . . .

CHART VOTING FORMS .... **page 107**

HOTLINE TOP 20

1 *(1)*	TARGET; RENEGADE	IMAGINE
2 *(3)*	MATCH DAY II	OCEAN
3 *(2)*	CYBERNOID	HEWSON
4 *(4)*	RENEGADE	IMAGINE
5 *(10)*	EXOLON	HEWSON
6 *(5)*	OUT RUN	US GOLD
7 *(6)*	ELITE	FIREBIRD
8 *(20)*	BUBBLE BOBBLE	FIREBIRD
9 *(–)*	HEAD OVER HEELS	OCEAN
10 *(8)*	DRILLER	INCENTIVE
11 *(15)*	FLYING SHARK	FIREBIRD
12 *(–)*	ZYNAPS	HEWSON
13 *(12)*	COMMANDO	ELITE
14 *(9)*	DARK SIDE	INCENTIVE
15 *(–)*	IKARI WARRIORS	ELITE
16 *(13)*	GAUNTLET	US GOLD
17 *(▶)*	WHERE TIME STOOD STILL	OCEAN
18 *(19)*	BIONIC COMMANDO	CAPCOM
19 *(7)*	PLATOON	OCEAN
20 *(16)*	MATCH DAY	OCEAN

ADVENTURE TOP 10

1 *(1)*	THE HOBBIT	MELBOURNE HOUSE
2 *(2)*	LORDS OF MIDNIGHT	BEYOND
3 *(5)*	SPELLBOUND	M.A.D.
4 *(3)*	THE PAWN	RAINBIRD
5 *(6)*	STORMBRINGER	M.A.D.
6 *(4)*	RED MOON	LEVEL 9
7 *(7)*	HEAVY ON THE MAGICK	GARGOYLE GAMES
8 *(9)*	KNIGHT TYME	M.A.D.
9 *(8)*	KILLED UNTIL DEAD	US GOLD
10 *(–)*	SHADOWS OF MORDOR	MELBOURNE HOUSE

STRATEGY TOP 10

1 *(1)*	VULCAN	CCS
2 *(3)*	ARNHEM	CCS
3 *(5)*	TOBRUK	PSS
4 *(2)*	LORDS OF MIDNIGHT	BEYOND
5 *(4)*	DESERT RATS	CCS
6 *(8)*	THEIR FINEST HOUR	CENTURY HUTCHINSON
7 *(7)*	DOOMDARK'S REVENGE	BEYOND
8 *(10)*	THEATRE EUROPE	PSS
9 *(9)*	BATTLE OF BRITAIN	PSS
10 *(6)*	REBELSTAR RAIDERS	FIREBIRD

VIDEO TOP 10

1 *(1)*	PLATOON	RCA/COLUMBIA
2 *(2)*	ALIENS	CBS/FOX
3 *(3)*	LETHAL WEAPON	WARNER
4 *(–)*	THE FLY	CBS/FOX
5 *(4)*	ROXANNE	RCA/COLUMBIA
6 *(7)*	FULL METAL JACKET	WARNER
7 *(5)*	THE LIVING DAYLIGHTS	WARNER
8 *(8)*	HELLRAISER	NEW WORLD
9 *(6)*	NIGHTMARE ON ELM ST 3	WARNER
10 *(▶)*	CROCODILE DUNDEE	CBS/FOX

WINNERS

Frank Sutherland from East Kilbride is the everso lucky winner of this month's HOTLINE chart. Amongst his £40 worth of software is the excellent Target; Renegade *plus the fast and furious Roadblasters*. The fortunate four runners-up are **D P Goulden** from Lower Earley in bonny Berkshire; **Martin Hoy** of Cumbernauld; **Michael Stirling** from Dundee (Nick's favourite cake) and **O Bayliss** of Leatherhead in Surrey.

This month's intrepid ADVENTURE chart winner is lucky old **Ryan Smith** of beautiful Bath, who wants a Surfer T-shirt to go with his fabulous £40 worth of software. Next out of Samara's sandbag comes **Matthew Perkins** from Heath near Cardiff; **Ged Patterson** of Liverpool; **Mark Schofield** from Huddersfield and **J Livingstone** of Newton Mearns near Glasgow.

The victor of the STRATEGY chart this month is **G Lewis** from Stourbridge in the West Midlands. He or she names *Last Ninja 2* among their £40 worth of superb software. The four rugged runners-up are **David Manning** of Portsmouth; **M Chadwick** from Carlisle; **Mark Murphy** of Bournemouth and **Tiernan McGuigan** (any relation to Barry?) from Fintona in Co Tyrone.

First out of the VIDEO chart hi-tech plastic bag this month is **Mark Tyson** (surely not a relation of 'Iron Mike') of Hull. His four runners-up (no-one can beat Tyson!) are **Chris Hay** of Liskeard, down in Cornwall; **Tim Follett** from lovely Leeds; **Simon Fitzpatrick** of Rathfarnham Castle in Eire and **Stacey Elliott** from Swindon. All winners will receive fantastic CRASH hats and T-shirts to show off to their friends.



U.S. GOLD

DESIGNER LABELS

1988 sees US Gold following in the footsteps of Ocean's 1987 success. Their sales have increased and so has the quality of their product. Just four years ago, Anne and Geoff Brown (of distributors, Centresoft) joined forces with Jon Woods and David Ward (of Ocean) to import and publish the top US games in the UK. Now the US Gold name is known worldwide. CRASH takes a look at their expected releases over the next six months.

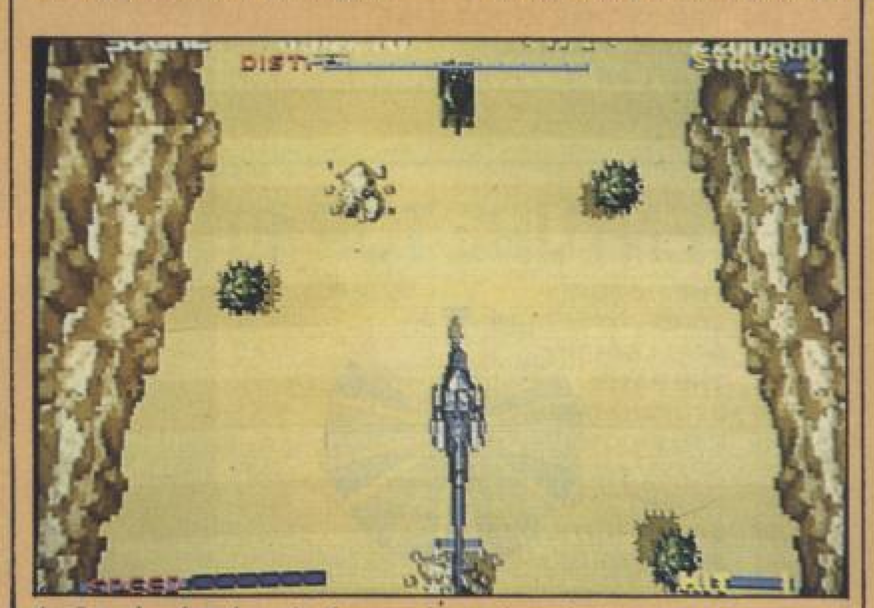
With Christmas just around the corner, Birmingham-based US Gold – one of the UK's largest software houses – are planning a host of releases over the next few months (being released on a veritable mixture of labels – **Rainbow Arts, Capcom, Epyx, SSI** and, of course, their own, **US Gold**).

One of the first to appear should be the Pepsi-Cola-sponsored ***Mad Mix Game***. US Gold describe it as a 'colourful extravaganza of ghouls and demons' – in fact it's a bit like (dare I say it) PAC-MAN (aargh!), but much better, of course (of course! – Ed).

The action takes place in a series of labyrinths portrayed in overhead, 3-D perspective (uh? take a look at the pictures! – Ed). There's no mixing with Mad, an odd little chappie (even by US Gold's standards), who ventures through a maze inhabited by various adversaries which metamorphose as the game progresses – sounds intriguing (sounds confusing – Ed). It may be based on the ancient concept of *Pac-Man* but we're assured that *Mad Mix Game* has a whole host of extra and innovative features – like a main character that turns into a hippo! There are also arrows which point along corridors and may only be eaten (you *have* to eat them if you're to get anywhere) by walking in the given direction. All this creates strong elements of strategy in the completion of the many mazes.

If you are good enough to reach a certain score (specified by US Gold) you get the chance to take part in the Pepsi Challenge, with free entry to a fabbo prize draw. With goodies up for grabs coming from both US Gold and Pepsi-Cola.

One of many US Gold arcade conversions set to be released before Christmas (you know, figgy pudding and all that) is the amazing Sega coin-op, ***Thunder Blade*** (take a look at Arcade Action on page 78 for more info). Yes, you can now emulate Prince Andrew, not by having blue blood (or by getting Fergie pregnant!) but by flying a high-tech helicopter. This is no picnic in Windsor Park though, there's a battle to be won. Weaving through the skyscrapers in an amazing 3-D landscape, while avoiding enemy bombardment, is only part of the task in hand. At certain stages in the game, the action actually completely changes perspective; from a vanishing-point (looking down the street) view to a vertically scrolling overhead (bird's eye) view. Can such a fabulous coin-op be converted to the Spectrum? Well, US Gold have enlisted the programming talents of Tiertex (*Rolling Thunder*, *720°* and *Street Fighter*), who are

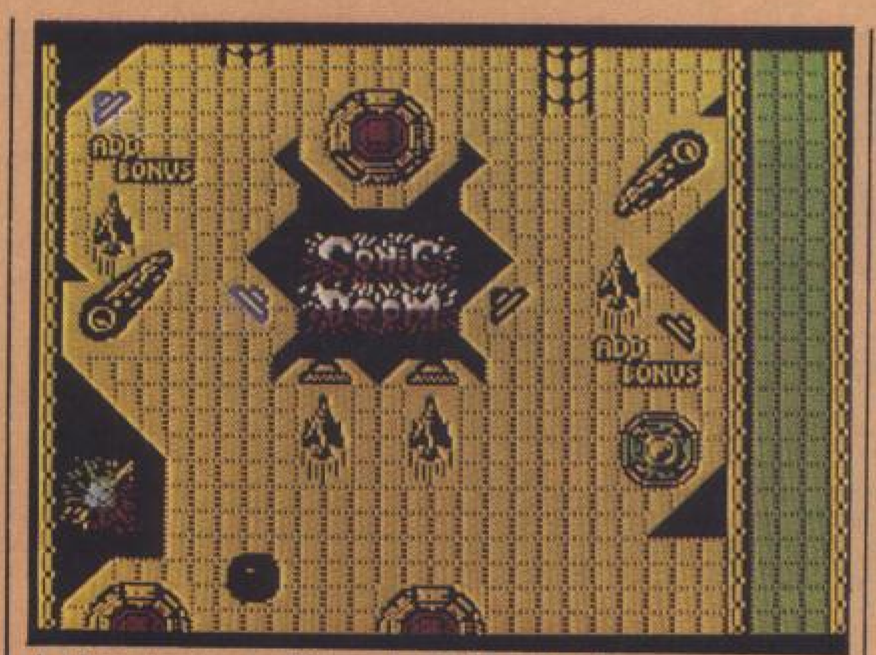


▲ **Over land and sea in the arcade version of** ***Thunderblade***

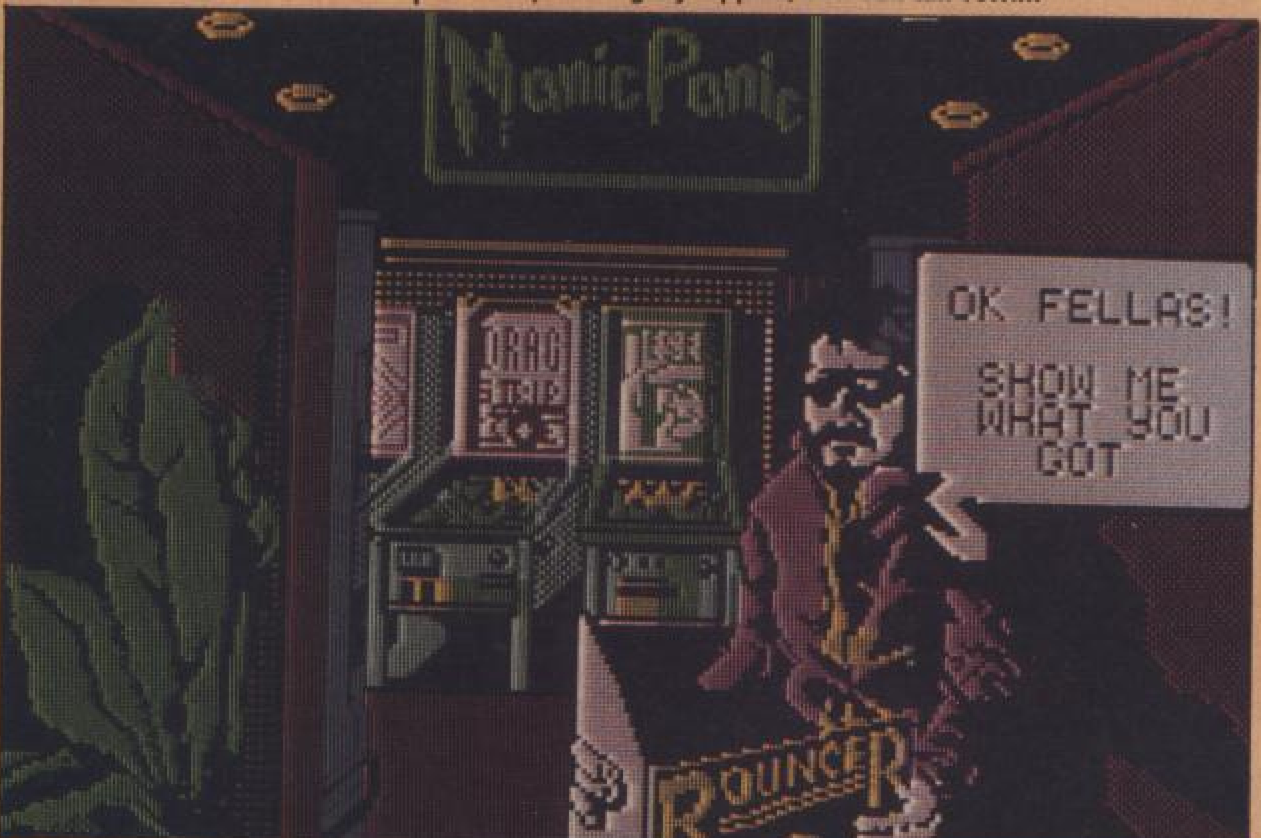
▼ **Heaps of crazy action in** ***Mad Mix***

already working day and night to ensure that you can be playing *Thunder Blade* over a dish of brandy-flavoured, steaming Christmas pudding (I can't wait! – Nick). US Gold's **Charles Cecil** assures us that 'It [*Thunder Blade*] will be one of the top Christmas games. Things are going extremely well. I have every confidence in it'. Well he should know, Charles has followed its development from Day One. Mr Handy, our illustrious Editor, had a look at a rough Spectrum version and reckons it'll be hot stuff, 'they've done a magnificent job', he says.

Also due for a December release is ***Arcade Wizard***. Based on the ever-popular game of pinball, it has many unique elements. As a top pinball player you can drift between five gaming houses, playing on a selection of tables (what a great life!). However, all this costs money (well, tokens to be precise). Each of the gaming houses charges a different rate for each game; from the cheapo Ed's (nothing to do with the Editor) to the ultra-expensive Wonderland. A (Mark Caswell lookalike) bouncer stops you on the way in to check you've got enough credit for at least one game – if you haven't he'll chuck you out into the street! If you're a real flipper freak, you can earn extra tokens by hitting high scores. Your aim is to progress through the various houses, totting up a huge score. This is not your sole objective though, if you think your good enough, you can take on the resident 'arcade wizard' (clever dick). But you must beat him on the three tables in each house to be the champion.



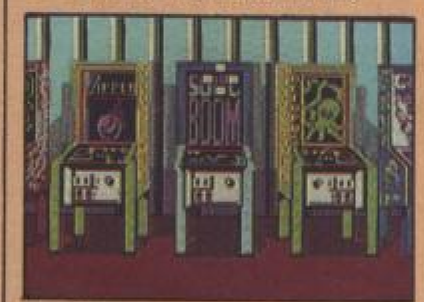
▲ I keep moving my flippers, but I still can't swim



▲ Who does this guy think he is?

As well as using the flippers to whack the pinball around the table, you can nudge the ball in any direction by tilting the table (I always thought that was cheating!). Anyway, it all sounds flipping great fun for pinball buffs! (Groan.)

Coming soon to a Spectrum near you is the 3-D space simulation ***Echelon***. As a new recruit to the top secret flying force called Echelon, you must investigate the planet Isis, where some strange events have occurred. You can select whether to undertake a peaceful exploration or military attack, but both involve searching for clues to the location of the hidden space pirate base. Vector graphics portray the action as enemy craft and ground installations are combatted using a selection of missiles. It all sounds intriguing (and very complicated). *Echelon* should be available by the end of October. On the Commodore 64, *Echelon* could be controlled via a nifty little device called the LipStik. Whether this voice-controlled doobrie will be available for Spectrum users is still being decided.


▲ What a lot of pinball tables in *Arcade Wizard*

The good news for *Out Run* fans is that a new FASTER version, with many extra features, is on its way. Titled ***Out Run Europa***, it will feature new hazards such as oil slicks, contraflow systems and even parked cars (where's a traffic warden when you need one?). Your car's been in the garage since its last excursion; second time around, it's been fitted with headlights, allowing you to drive your high-powered Ferrari Testarossa at night. The car's also a bit more manageable – reversing at high speeds, for instance! *Out Run Europa* should be ready to drive in January.

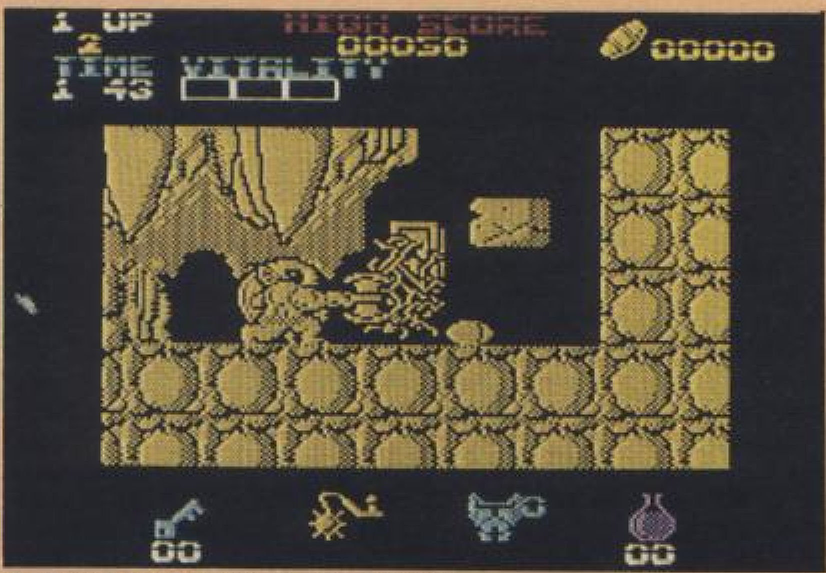
Based on the popular Woodplace coin-op (never heard of it – Ed), ***The Deep*** puts you in charge of an armoured ship (you're the Admiral) which is besieged by enemy submarines which fire heat-seeking missiles. If this isn't dangerous enough, the surface of the deep, blue sea is littered with floating mines. But here's the catch – the only weapons your ship is equipped with are depth charges which are dropped, using careful timing, onto the subs which lurk below. You can delve into this nautical but nice game when it emerges in November.

Two compilations are on the cards, the first being ***History In The Making*** which will bring together the cream of US Gold's releases from the last three years. Including such greats as *Leader Board*, *Gauntlet* and *Spy Hunter* among many others, it will come with a commemorative booklet, containing interesting facts about the successful Birmingham company. To celebrate further they are also releasing ***World Beaters***, consisting of five of their most successful games of the past year: *Rolling Thunder*, *Out Run*, *720°*, *Gauntlet II* and *California Games*.

CAPCOM™
GIANTS OF THE VIDEO GAMES INDUSTRY

After the brilliant *Bionic Commando*, that addictive Capcom coin-op, ***Black Tiger*** is also due for the GO! treatment. Similarly, *Black Tiger* uses eight-way scrolling as the armour-clad hero explores a multitude of platforms in a mystical world. All is not well in the warrior's land as three demonic dragons (the CRASH Judges?) are causing complete havoc. The wicked, winged beasts have an army of equally vile minions ready to stop Mr Tiger in his tracks. Luck- ▶





▲ **Watch your vitality in *Black Tiger***

ily for our tenacious hero, the land is littered with pots, not for cooking in, but containing various weapons to make progress easier. *Black Tiger* should be in the shops by the end of October. *Ghosts 'N' Goblins* fans should love it, as they should ***Ghosts 'N' Goblins II*** which should appear around January time.

Continuing an oriental (and Capcom) theme there's *Tiger Road* – a 'huge martial arts game'. Featuring such a variety of playing styles, US Gold claim that this Eastern epic is 'practically four games rolled into one'. The task of converting this mammoth concept to all the home computer formats has been given to Probe Software, programmers of *Trantor: The Last Stormtrooper* (68%, Issue 46), *Rygar* (58%, Issue 48) and the soon-to-be-released *Savage* (from Firebird). *Tiger Road* should be released 'sometime' during October.

One of the most interesting aspects of ***LED Storm***'s December release is that it will coincide with the arrival of the coin-op of the same name. Capcom estimate it will be one of the biggest arcade hits during 1989. Driving a turbo-charged car, armed to the teeth with powerful weapons, the player zooms down an elevated highway, blasting a plethora of enemies. US Gold claim that it combines the best features of previous driving games such as *Buggy Boy*, *Out Run*, *Spy Hunter* and the recent *Road Blasters*. And luckily we won't have to wait months after the coin-op arrives, to play it at home! Capcom also have ***Last Duel*** and ***Future Worlds*** ready for simultaneous arcade/home computer release in 1989.

Also on the books at Capcom is ***Human Killing Machine – Street Fighter II***. More frenetic action from the coin-op giants.



▲ **He's suave, he sophisticated and he's got a lot of problems at the moment. It's** Dave Baxter **from US Gold's Rainbow Arts and Capcom labels**

Dave Baxter – Capcom and Rainbow Arts representative, and basically an all-round industry nice guy – reckons *HKM* will 'knock your head off and slash your throat'. Calm down Dave, is all that sun getting to you? I've heard everyone at US Gold is getting an attack of sunbedittus. *Street Fighter*'s sequel places you in such areas as Beirut, derelict and war torn; Amsterdam, 'ladies of the night' with whips, and inside German nightclubs, where people attack you with bottles among other things. Sounds a bit like *Target; Renegade* will be in for a bit of *tough* competition.



Poor old Rainbow Arts have been getting in terrible trouble recently. If it's not an injunction from Activision looming over *Katakis* then it's some heavy heat from Nintendo over *The Great Giana Sisters*. Due to the Nintendo hassle, it seems that the likelihood of ***The Great Giana Sisters II – Arthur And Martha In Future World*** being released is very slim to say to the least. But Rainbow Arts are persisting. Their next release is to be ***Realm Of Troll***, set in a cave system – dare you enter? So where do US Gold get all these crazy names for their games? Well, each time an untitled game comes in, they run a company competition – with a suitable prize. *Psycho Pigs UXB* was named thus, with the prize being a pound of prime bacon! It certainly seems to do the trick. I mean, who could forget *Psycho Pigs UXB* in a hurry! (And then there's ***Mutant Hell***, yet to be released from RA!)

EPYX

After the successful *Games: Winter Edition* and the compilation *Gold, Silver, Bronze* (check out the review in this very issue), Epyx are set to launch ***Games: Summer Edition***. But here's the shock – the release of this sporting spectacular is scheduled for early 1989. Perhaps they think a touch of summer will cheer you up in the bleak, short days of winter – Ludlow is usually covered in a white carpet of snow (all the year round!). Anyway, eight events will be featured in a 'totally new dynamic way', including hammer throwing, uneven bars (asymmetric to most gymnasts), rings (yet more gymnastic gyration), 3-D cycling and archery. (What happened to sheep chasing and underwater snooker? – Phil.) Epyx's **Tony Samuels** says the game will be 'absolutely excellent'. Well, it should be if **Sentient Software** (*Winter Games, Games: Winter Edition*) are coding it.

Epyx reckon that other driving games are cissy – because they use roads! So for hard nuts who prefer a bumpier ride, they're about to release ***4 X 4 Off-Road Racing***. After loading up your customised truck with equipment, it's time to set off through some of the toughest terrain imaginable – hellish deserts, muddy bogs and icy tundra, all strewn with obstacles to impede progress. Then there's the notorious demon truck lurking out there, ready to pounce and destroy you. If you've seen the Commodore version, forget it. The Spectrum version is being completely rewritten by *Blood Brothers* programmers **Steve Marsden** and **Dave Cooke**. It should be 'absolutely wicked' (Tony's words, not ours). *4 X 4 Off-Road Racing* will be rough and ready by October – unless it gets a flat!

And for the hardest hard nuts out there, Epyx's ***Final Assault*** is to be based around the American sport of speed rock climbing. Competitors race up steep cliffs, trying to be the first to the top. All the CRASH team are quivering in their boots at the prospect – they even get vertigo climbing up the stairs of CRASH Towers! Budding mountaineers will be able to test their skills in complete safety from November.

SSI STRATEGIC SIMULATIONS INC

Together with Strategic Simulations Inc, US Gold will be developing a range of official *Advanced Dungeons And Dragons* (AD&D) software over the next five years. The impending ***Heroes Of The Lance*** is derived from the first Dragonlance module, Dragons Of Despair. Dragonlance is an AD&D scenario set in the mystical world of Krynn, where fiery-breathed dragons still live. The game recreates the battle between the good and evil on Krynn. Controlling eight characters, each with different abilities, the player guides the team of adventurers into the ruined temple of Xak Tsaroth. But danger abounds in the form of hideous, aptly-named Draconians, who attack in hordes and are defeated by hand-to-hand combat. This is also a world of magic and strange powers plus the obligatory terrifying giant spiders, undead zombies etc. The intrepid adventurers search for the precious Disks Of Mishakal – these can be found in the lair of the dreaded black dragon, Khisanth. Only by finding a way to destroy this winged monstrosity can success be attained. State-of-the-art cartoon graphics are promised to accompany the complex play. Is this the computer game that role-players have been waiting for? Well they won't have to wait long to find out. *Heroes Of The Lance* is scheduled for an early October release.

Well if that little lot isn't enough to fill your Christmas stocking, you must be 20 feet tall! And as for Santa, it looks like he'll be needing a bigger sack this year, so remember to stock up with plenty of mince pies (yum, yum).



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TAKE IT EASY!

DOMARK HAVE never been ones to release of flurry of games every month. They prefer to have great big licences and spend months promoting (and developing) them. Well they have big plans for the latter part of this year, when they will be launching not one new game, but four. 'What are they?' I hear you cry . . .

Well knowing Domark, something pretty damn spectacular, I'll be bound. The great Bond, James 'shaken, not stirred' Bond returns (after past excursions in Domark's *A View To A Kill* and *The Living Daylights*) in the computer version of the 1973 film classic ***Live And Let Die*** (Roger Moore's first as Bond). (You know the one. With the guy who had the white painted face and top hat and laughed a lot, and that cracking Wings title tune?)

In conjunction with Elite, Domark have turned the movie into a full-blown computer game. The story goes something like this . . . On the beautiful Caribbean island of San Monique, an evil and ruthless man, Dr Kananga by name (played by Yaphet Kotto in the movie), is harvesting tons of poppies. He plans to turn these into hard drugs and flood the American market with free heroin, which would inevitably create a living hell for all. 007, our hero, is sent to the island to investigate, but soon falls foul of the Voodoo (and heroin) influenced population.

The game is centred around the exciting speedboat chase (the part of the film where Bond almost decapitates Sheriff JW Pepper when he literally flies their boat through the air). Bond's mission is to destroy the deadly factories whilst avoiding Dr Kananga's henchmen. 'Q' (hoorah!) has armed the boat with a few extras; namely a machine gun and missiles, but watch out for the extra fuel and missiles left by the CIA, that can also come in useful.

Secondly from Domark comes ***Trivial Pursuit – A New Beginning On Genus II*** – almost two years after the original computer game hit high in the charts. This game differs from the original in that the main part of it takes place in space. Centuries of pollution have laid the world open to the dreaded 'greenhouse effect'. So it is decided to build a rocketship and set forth to Genus II, a world far out in the lonely tracts of space. But it is decided that only those with superior knowledge should be allowed on the rocketship.

Each player has to earn his place on the craft by answering a trivial question correctly, only then will he be allowed assume the form of a character. To earn their place on Genus II, each player has to collect six luxury items; each one earned by answering a question correctly from each of the six categories (geography, entertainment, history, science, art and literature, and sport and leisure). One item is to be found in each galaxy, but as each galaxy has over fifty planets, it is rather like finding the proverbial needle in a haystack. But once all six items are found, one final question stands between you and sanctuary on Genus II.



▲ **Assassination is the name of the game when *Fernandez Must Die* (Imageworks) hits the streets this autumn (as previewed last issue). Set in the state of El Diablo, the evil General Fernandez has overthrown the government in a military coup, and taken over. Your job is to battle your way, either on foot or in a jeep, through the mad dictator's army of thugs, and on to the man himself. It sounds just like a script for Mission Impossible. The price will be £9.99 cassette, £14.99 disk. This tape will self-destruct in five seconds!**

MIRROR IMAGES

Just when you thought that it was safe to go back to the computer screen, Domark are about to unleash upon the British public probably the most strange and horrible phenomena since Phil King and his amazing singing sheep. Yes those mad and whacky latex rubber figures who parade under the name of ***Spitting Image*** are to be pixelated and left to rampage in your humble Spectrum.

You are faced with six challengers, each who want total domination of the planet. His Holiness The Pope seems a nice enough guy and we all wouldn't mind him ruling the five continents but what about The Ayatollah Khomeini, 'Comrade' Gorbachev, our own Mrs T, P W Botha, or even the septuagenarian amnesiac (time for that LMLWD again) Ronald 'Mad Dog' Reagan?

Each leader has to insure their own success by ruining the reputations of the opponents (most of them have already done that with great success in real life). So chuckle as you see The Pope's unfair fighting tactics using a fire extinguisher, and laugh out loud as you witness Mrs T's underhand tactics, and Botha's very nasty toilet habits against the opposition.

So if you want to see a wonderful game full of Harveys, bums, the odd naughty word, and the Moscow Disco Dancing Championships, watch out for *Spitting Image* when it hits your computer store soon. If you can't wait that long, most of the antics in the game can be witnessed in the Houses of Parliament each day.

LUKE HERE YOU

Hardly has the computer version of the epic *Star Wars* movie *The Empire Strikes Back* appeared, than along comes the final part of this highly successful trilogy, entitled ***Return Of The Jedi*** which is set to appear for Christmas. It follows the exploits of the film, as the newly restored Death Star is once again a threat to the Rebel Alliance. The first part of the game sees Princess Leia speeding across the Forest of Endor on an Imperial Speederbike, vainly trying to shake off the pursuing Storm Troopers. But help is at hand from the small, bear-like inhabitants called Ewoks (arh), who set up traps to stop the Imperial Troopers from catching Leia, and so aiding her to escape and reach the Ewok village. The second stage sees Chewbacca in a stolen Scout Walker hurrying to aid Han Solo, who is attempting to enter the bunker which houses the controls for the shield that protects the Death Star.

During stages two and three, a 'split wave effect' occurs. This means that at regular intervals the action switches between Chewbacca on the ground, and Lando Calrissian in the Millenium Falcon, waiting for Han to destroy the bunker and so kill the power to the shield. Once this is done Lando can enter the Death Star and head for the central reactor, watching out for TIE fighters, laser turrets and falling debris. Once the reactor is hit, Lando must swiftly depart the scene and join his friends in celebration – exciting stuff. If you've seen the arcade game you'll know what it's all about.

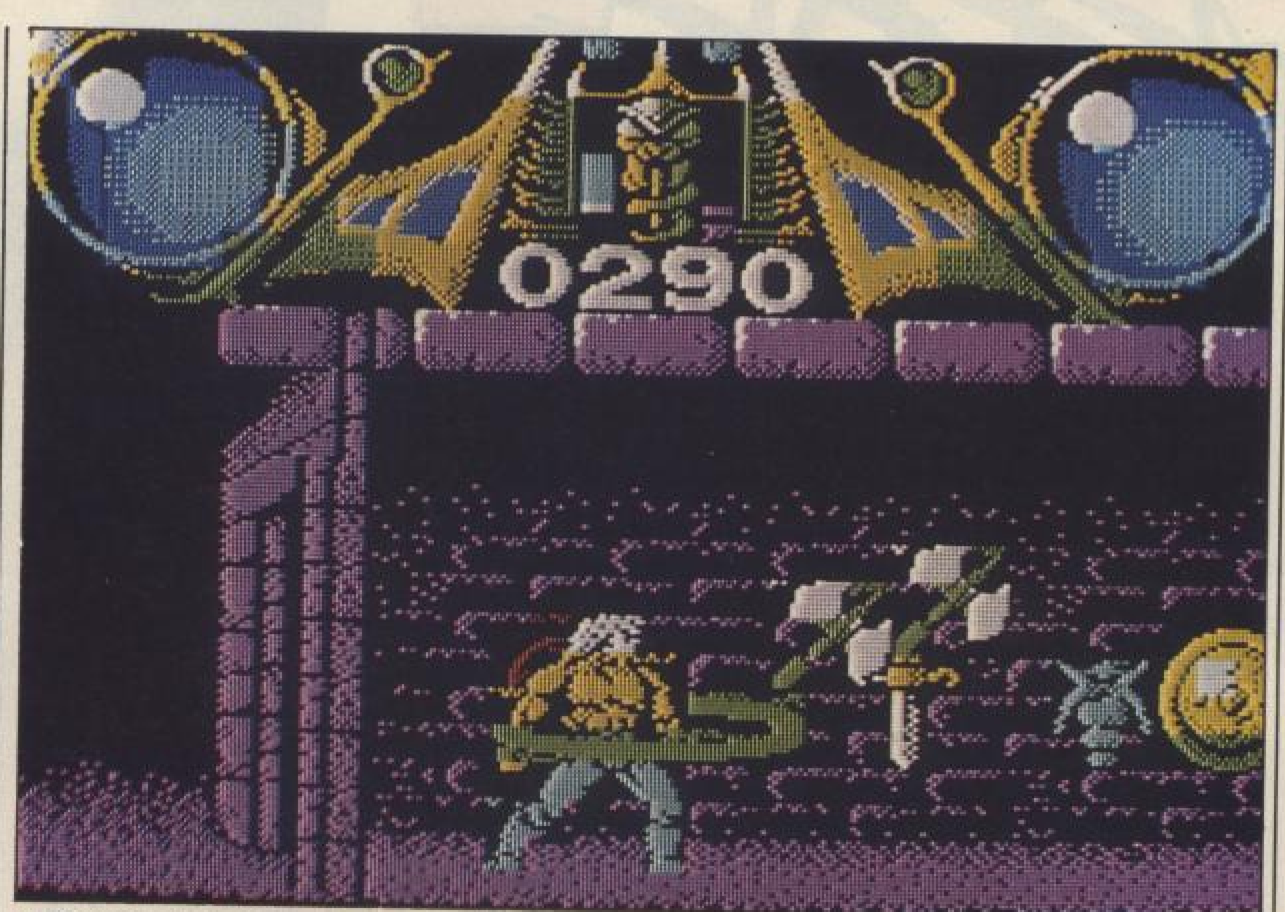
▼ **My, what big teeth you have! (*Savage*, Firebird)**



SAVAGE DOGS

According to Firebird, some vital, hush-hush NATO documents have been stolen. A hero with nerves of steel, a ready wit, and a hatred of tax inspectors is needed: *GI Hero* is just the man for the job. So with Killer, his highly trained canine sidekick he sets out to kill, mangle and maim his way into the enemy camp to retrieve the said documents. This is a potentially suicidal mission, a fact that is brought home when you land from parachuting into the area and find half of your task force and Killer missing. Finding your doggy pal is your primary aim, but remember, you only have 24 hours to find the papers before trouble starts. Will you find your faithful friend, and the documents and get both out in one piece? You'll have to wait till October to find out.

Also coming from Firebird is ***Savage***, set in a time when monsters stalked the Earth and mighty heroes charged around with large battle axes looking for a monster to kill . . . ah, those



▲ **It's such a savage world, groan . . . (*Savage*, Firebird)**


▲ **'Play this game or we'll shoot the dog' (*GI Hero*, Firebird)**

were the days! Well our Mr Savage (not to be confused with Doc Savage!) is one such hero, but he is very annoyed because his loved one has been kidnapped. So with axe in hand he goes in search of his partner. Nasty creatures which stupidly stray into his path had better watch out. Savage deals out death and destruction like a Traffic Warden with tickets on a Bank Holiday Monday (come to Ludlow you'll see what I mean). He must also nimbly leap and dodge the many traps and pitfalls set to capture anyone foolish enough to do what he is doing now. Designed and programmed by Probe Software (they of *Trantor* fame), *Savage* is a multiload game with three scenarios, each with several sub-levels. Watch out for it in early November. Colourful and detailed graphics are guaranteed.

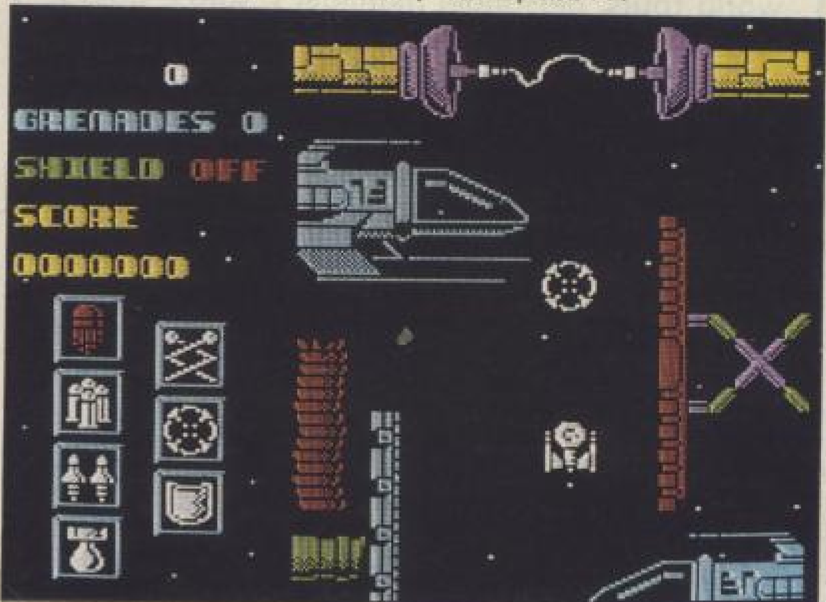
ONIONS OFF STRIKE

After appearing many moons ago on the 16-bit machines, the Spectrum version of the Rainbird hit ***Carrier Command*** is now nearing completion (which means that it could appear any time between now and Christmas!). 'It's 95% finished', says Andy Onions (programmer of such epics as *Starglider* and *Starstrike*), 'I've just got the main game to put in – that's the hardest part!' I wonder what he means?

As the name suggests you take command of a futuristic aircraft carrier. It is equipped with three Manta fighter planes, and three Walrus amphibious assault tanks. And all you've got to do is take control of a group of 32 islands! Not easy when the enemy forces are trying to achieve the same goal, though. Somewhere you are likely to meet each other, and you can thank the stars that your ship is heavily protected.

The game is controlled in a similar fashion to the 16-bit versions, with icons accessed by either keyboard, joystick or mouse (if you own one) (no, not that kind of mouse, Phil). Victory can be gained in two ways, either take over the islands occupied by the enemy or destroy their carrier, which is as heavily armoured as yours – and therefore no push over. Taking over enemy islands is a little easier, both Mantas and Walruses can be armed with lasers and missiles. A Walrus can also be loaded with command centres so that you can build up your defences quickly once established – if you are not careful the enemy will be back, in force. Full review next ish (hopefully!).

So that's about it for this month. Keep your hands on the joystick and your feet under the table, and we might meet each other next month – same time, same place . . .



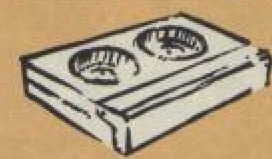
▲ **More frenzied action from the *Cybadyne* team (Mike Smith and Christian Urquhart), the people who brought you *The Bobby Yazz Show* (reviewed this issue) and *Xecutor*. This vertically scrolling shoot-'em-up should soon be released on the Grandslam label – and very good it looks too.**



▲ Cher: starring in *Moonstruck* AND *The Witches Of Eastwick*

GOGGLE!

Video View For The Prime Time Viewer

THE INIMITABLE Jack Nicholson and the astounding **Cher** take top billing in the September/October video releases. They both take high billing in ***The Witches Of Eastwick*** (previewed last month) and also star in films of their own.

Cher (who is now more known for her film roles than her successful singing career) stars alongside **Nicholas Cage** (*Birdy*) in ***Moonstruck***. Due to extraordinary circumstances they both get thrown together – and subsequently fall in love. They both live in a crazy Italian neighbourhood where 'a bit on the side' is normal practise – as long as you keep it to yourselves. So when Cher (with partner) meets her father (with partner – not wife!) at the opera they are both dumbfounded, never mind moonstruck. Trouble is, Cher is about to marry Cage's brother. Confused? You won't be. Hire it out (from October 10) if you're after some light romantic comedy.

Jack Nicholson also appears in the rerelease, ***Prizzi's Honour*** (£9.99, Channel 5). Nicholson stars alongside **Kathleen Turner** in this offbeat comedy concerning the trials and tribulations of slow-witted hit man (Nicholson) as he slowly falls in love with the volatile and voluptuous Turner. Mad Mafia action and well worth seeing.

Also available for £9.99 is CIC's ***Gallipoli***, starring **Mel Gibson** (*Mad Max*). The action is set in World War I as the German allied Turks encounter the Australians. Tiresome, but one for Gibson fans.

Keeping with the subject of war is ***Apocalypse Now*** (£9.99, CIC) focusing on the horrifying experiences of the Vietnam war. **Martin Sheen** stars as Lieutenant Willard, a special agent who must find and kill errant officer Colonel Kurtz. *Apocalypse Now* was nominated for eight academy awards, picking up three (Best Supporting Actor, Best Sound and Best Cinematography) – horrific stuff.

Also coming out on the sell-through market soon is ***The Natural*** (£9.99, CBS/Fox). **Robert Redford** (also coming in CIC's ***Out Of Africa***) stars alongside **Glenn Close** (*Jagged Edge*) and **Kim Basinger**.

Basinger also stars in CBS/Fox's October 13 release of ***Nadine***. **Jeff Bridges** co-stars in this thriller about two crazy southerners. Basinger unwittingly gets embroilled in a gangsters' plot. She has the plans, and they want them back! As the film progresses, the chases get madder and madder – Bridges tags along like a lost end. If you can stand the awful accents then you'll be in for a couple of hours suspenseful fun.

And for those you that can't get enough of Ms Basinger (what's that supposed to mean? – Nick), CBS/Fox will be releasing ***9½ Weeks***, as well as ***Porky's I and II***, and ***A Nightmare On Elm Street***, on October 20 – £9.99 each.

Sony's ***Death Games*** has just been released. It stars **Ed Marinaro** (don't you just love those American names?) as Dirty Harry-like cop Malcolm 'Mace' Douglas. Mace gets involved in a drug and prostitute racket involving a top level Bulgarian diplomat. The FBI are on his back, but he wants this one . . . BAD.

Canon Video are back! And November 11 sees the first in a long line of top releases from the **Go Go Boys** under their own label.

More mindless violence comes our way in the form of **Charles Bronson** as the irrepressible Paul Kersey, ace vigilante. Yes ***Death Wish IV*** is here, subtitled ***The Crackdown***. **Michael Winner** (after placing his masterful hand on the first three) doesn't direct this time, it's left in the very capable hands of **J Lee Thompson** (who last directed Bronson in *Assassination*). Kersey has settled down (huh! some hope), he's now working as an architect in Los Angeles. But (of course) his girlfriend dies from a drug overdose (arh, what a pity) and Kersey, being the kind of guy he is, has to track down the dealer that sold her the drugs. (Would you want to know this man? I ask myself. All of his friends seem to die!). But (of course) there's a crooked cop and a helpless young girl. You could probably get the plot from that! Anyhow, you won't be able to see it on TV for two years, so you'd better hire it out now (well, November).

Canon are starting their releases with a real bang. The second November release is **Agatha Christie**'s ***Appointment With Death***. **Peter Ustinov**, as the most lovable detective Poirot, stars with **Lauren Bacall** and **Carrie Fisher** (yes, Princess Leia from *Star Wars*). Belgian sleuth, Poirot, is on a trip to Palestine where he finds himself in a party of



▲ Agatha Christie's *Appointment With Death*: Canon's first release in November



▲ *It couldn't happen* **on a video**

people which include the domineering and universally-loathed Emily Boynton; her step-children; the family lawyer (always useful on holiday) and Poirot's old friend Dr Sarah King. When Boynton is found murdered everyone says, 'Hurrah', oh no they don't! In fact it is down to Poirot to unveil the killer before the obligatory Coronation Ball takes place. As always, everyone has a motive, and (of course) had the opportunity to commit the perfect murder. In fact I've seen the film and I know who did it. It was "&&$%" £$& (whoops, almost let the cat out of the bag there!). There's only one problem with Agatha Christie's latest movie-of-the-book, you'll have to wait till November 11 to hire it out.

Fans of the **Pet Shop Boys** (Nick, keep your hair on!) will be pleased to here that it can happen here! Their end-of-September release, ***It Couldn't Happen Here***, is set around the Pet Shop Boys' travels throughout England. Their journey is full of danger, comedy and surprise – so you'd better watch out for it. **Barbara Windsor** also stars. (Don't get this and it's a sin (groan) – Nick.)

Flowers In The Attic grossed over $5M in the US (not bad, but *Beverly Hills Cop II* took over $150M!) and it's relatively successful cinema outing should be added to with the release of New World's video at the end of September. It circles around the unpleasant pressures that finally lead a mother to murder her own children. *Flowers In The Attic* has all the things that would make Mary Whitehouse rage. (Better pop out and get it now! – Nick.)

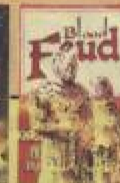
Finally this month, a quick mention for CIC's ***16 Days Of Glory***. This film of the 1984 Los Angeles Olympics was recently show on BBC 1, and very good it was too! It takes a look at the Olympics from the athlete's angle – involving and gripping. 138 minutes of intense action and interesting insight.



THE B O O K CORNER







NICK ROBERTS takes a browse through and flick over the latest crop of books to arrive on the CRASH Towers doormat.

The Puffin Book Of American Football
(Simon Kelner, Puffin £1.99)

IF YOU'RE a regular viewer of Channel 4's Super Bowl then you may already know a bit about the subject of American Football. But for those of you who are completely bewildered by the sport (like me) then this book is what you need. It tells you all you need to know, from explaining what a first down is to giving you diagrams of the officials' signals. A must for all American Football fans.

Of Time And Stars
(Arthur C. Clarke, Puffin £1.99)

THIS IS a captivating collection of the best science fiction stories from the finest science fiction writer, Arthur C Clarke. It includes stories such as *The Forgotten Enemy*, and *The Sentinel* on which the film 2001 was based. If you're into science fiction and looking for a good compilation of stories then this is the book for you.

Making It On Your Own
(Fran Lantz, Puffin Plus £1.99)

THIS PUFFIN Plus book is a story of four girls who start out in the music business only to find that there are sharks out there who are only out to make a fast buck from someone else's talent. It is presented in a trendy and modern way, a book which should appeal to most teenagers. (Now where's that guitar I had?)

Hostages To Fortune
(Joan Lingard, Puffin Plus £1.99)

ANOTHER IN the Puffin Plus range, this is the fifth in a series of books following the lives of two young people who leave Belfast looking for a new life. When Kevin's job falls through he has to face the bleak future of supporting his girl and their baby. This book can easily be read on it's own, but is better as part of the five-book series.

Dear Shrink
(Helen Cresswell, Puffin Plus £1.99)

WHEN THE parents of Oliver, William and Lucy Saxon go on a botany trip little did they know what the following months had in store. Disaster follows disaster and they soon found out what it was like to be 'minors in care'. This is an exciting book about young people faced with problems that could happen to anyone.

An Open Mind
(Susan Sallis, Puffin Plus £1.99)

DAVID, A typical 15-year-old, had had enough of people being nice to him just because his parents had divorced. He had got used to living with his Mum and only seeing his Dad on Saturdays. But when his Dad makes a new friend, Margaret, it suddenly dawns on him that his father might remarry and leave him for good. A moving book about a teenager coming to terms with his life and himself.

At The Sign Of The Dog And Rocket
(Jan Mark, Puffin Plus £1.99)

THIS IS an hilarious story of life behind the bar for Lilian Goodwin. Her father slips a disc and the temporary bar hand that takes his place, Tom, is to be a rude and condescending man. Lilian has to show Tom the ropes and try to keep the place running, she learns much more than just how to run a pub, though.

Blood Feud
(Rosemary Sutcliff, Puffin £2.50)

THIS IS a stirring tale of slavery and friendship. Jestyn had once been Thormod's slave but when he saves his life he becomes his best buddy and sworn brother in the deadly blood feud to avenge Thormod's murdered father. An exciting story of deep and loyal friendship.

Robin Of Sherwood, The Time Of The Wolf
(Richard Carpenter, Puffin £1.99)

THE FOURTH of Richard Carpenter's books about Robin Of Sherwood. It follows Robin's adventures as he continues his quest of trying to steal from the Sheriff of Nottingham. Based on the highly successful television series this is a must for all Robin fans.


"BWAH! POSSMAN PAT WOULDN'T DELIVER ME THIS MUNF. WOO! NEX' MOON EH??"



Next month's CRASH will be our greatest issue yet
As far as cover cassettes go, we're saying

- **NO** to scrolling demos
- **NO** to rereleases
- **NO** to games unfit to be released at full-price

Every cover-mounted cassette that we put on CRASH for the rest of the year (and way on into the next, if you can stand it) will contain fully playable sections of the newest and best Spectrum games. Don't believe us? Well take a look at this. Next month's cover cassette will feature

RAMBO III
from Ocean

and

TOTAL ECLIPSE
from Incentive

How's that for a pair of top quality games!!

IT DOESN'T STOP THERE . . .

Next issue will also contain a MASSIVE FREE POSTER featuring one of the top arcade hits of 1987/8. Yes, that's right

R-TYPE
from Electric Dreams

So when you collect the next issue of the new-improved (and slightly more expensive at £1.50 – we all have to make a living, guv') CRASH make sure yours has all these items with it!

THE NOVEMBER ISSUE OF CRASH WILL ALSO CONTAIN

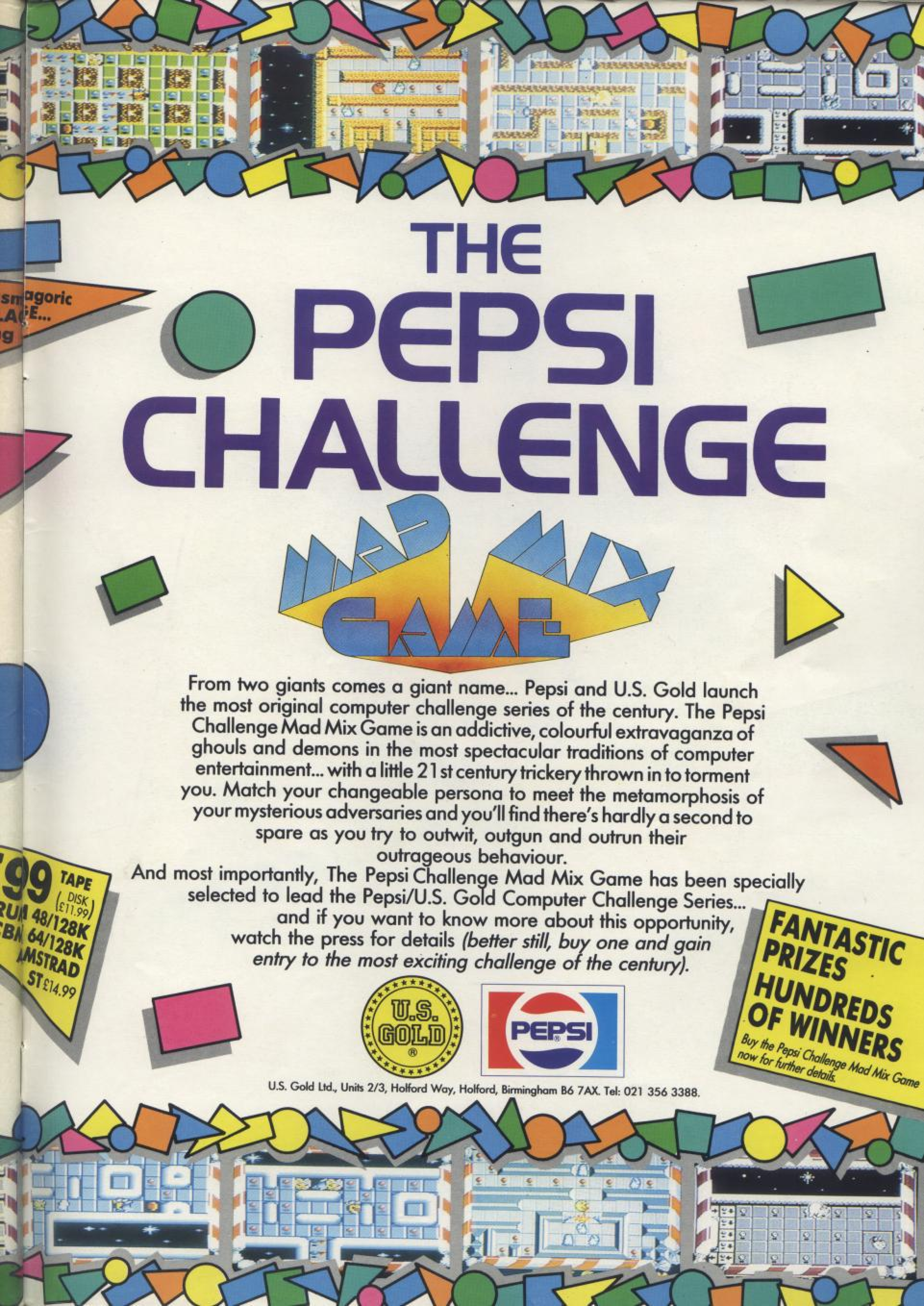
- *PLAYING TIPS* More than Nick Roberts can eat!!
- *MONITOR* Mel Croucher looks at amusing computer crimes
- *CRASH CHALLENGE* Robin Candy plays *The Empire Strikes Back*
- *COMPUTERS IN TV* We look at computers as TV stars
- *COMPETITIONS* We continue to offer the best prizes
- *OPEN TO QUESTION* Your questions put to the people in charge
- *PC SHOW REPORT* What happened, where and why
- *PLUS MUCH MUCH MORE*

All this and more in the November issue of CRASH. Place your order now! You won't want to miss this!
CRASH – more than a review magazine

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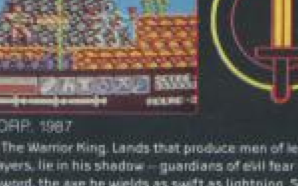

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THE ARCADE COMPILATION OF THE YEAR

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RASTAN The Warrior King. Lands that produce men of legend, dragon slayers, lie in his shadow – guardians of evil fear his fire spewing sword, the axe he wields as swift as lightning. State of the art programming makes a true simulation of the Arcade for your home micro, enjoy superb graphics and realistic action as RASTAN takes on a world of dangers – magical wizards, fire breathing lions, bats, snakes, skeletons and finally the living dead. Is it more than you can handle?



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SLAP FIGHT You are the pilot of the Slapfighter and must destroy the evil alien swarms which confront you, wave after deadly wave on the ever hostile planet of Orac. To aid you in your challenge collect icons and substantially increase your fire power and speed. Superb graphics and split second timing give this game an addictive edge.



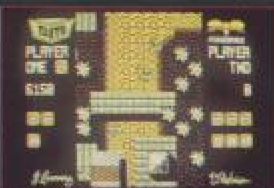
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RENEGADE REBEL WITHOUT A CAUSE? In the knife-edge world of the vigilante there is no place to rest, no time to think – but look sharp – there is always time to die! From the city subways to the gangland ghettos you will always encounter the disciples of evil who's mission it is to exterminate the only man on earth who dares to throw down the gauntlet on their path – the Renegade. PLAY RENEGADE...PLAY MEAN!



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ARKANOID The era and time of this story is unkown. After the mothership "Arkanoid" was destroyed, a spacecraft "Vaus" scrambled away, only to be trapped in the void... You control the Vaus and have to penetrate 32 levels and then confront the "Dimension Changer" whom you must destroy in order to reverse time and ressurect the "Arkanoid." Frantic action and split second timing combine to produce the most addictive and compulsive game.

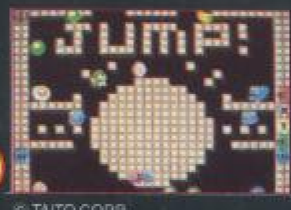


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FLYING SHARK HOT FROM THE ARCADES. Flying Shark is the definitive conversion of this shoot-em-up, chart-topping classic hit from Taito. Develop your strategy as you face swarms of enemy planes, tanks, gun emplacements and a host of sea-borne craft as you bomb, blast and battle your way into arcade history.

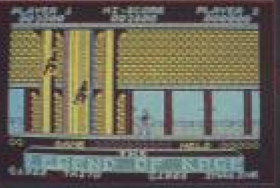
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ARKANOID REVENGE OF DOH. Eons have passed...yet despite apparent annihilation in the original ARKANOID game, Dimension-controlling force "DOH" has come back to life, and occupying the huge space-craft ZARG, has entered our Universe. ARKANOID type space-fighter MIXTEC runs through long forgotten computer data until it finds the answer to his threat..."VAUS 2" is launched and speeds towards the threatening alien presence, before it can extract its revenge..."The Revenge of Doh"



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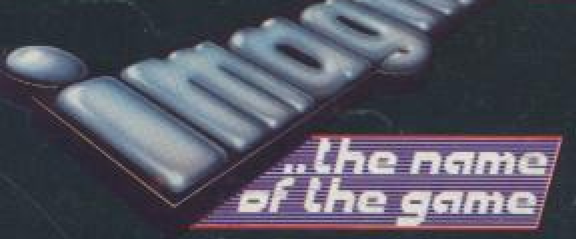
BUBBLE BOBBLE TAITO'S NO 1 ARCADE HIT IS HERE! Meet Bub and Bob, two of the busiest beasties you ever saw, as they battle their way across 100 levels of controlled chaos in search of their girlfriends (ahhh!). Jump around picking up goodies and secret weapons as you seek to outsmart your enemies, but beware...hang around too long and you'll face Baron von Blubba, from whom there's no escape!



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LEGEND OF KAGE Legend has it that long ago in Japan the beautiful Princess Kiri was kidnapped by the evil Dragon King, and Kage, a young ninja who was walking with her in the forest at the time, was given the formidable task of rescuing her. You must help Kage in his quest through the forest to the Dragon King's palace, gain entrance, find Kiri and take her to safety, while avoiding the Dragon King's ninja guards.

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